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Joe Grant Bell

RED ALERT™ RETALIATION™

PRIMA'S OFFICIAL STRATEGY GUIDE

JOE GRANT BELL

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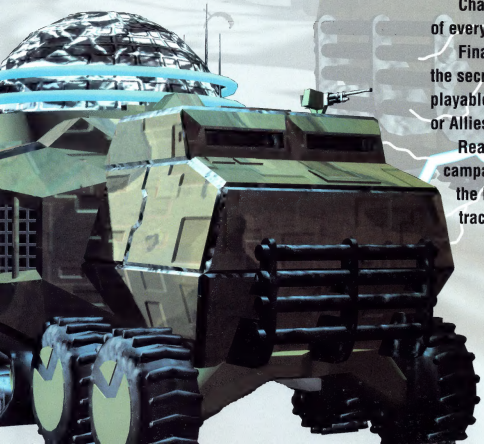
INTRODUCTION

Welcome to the world of *Retaliation*, an alternate World War II where the Allies face a deadly Soviet threat, and futuristic technologies are developed and deployed at an unthinkable pace. The battlefields of *Retaliation* are both deadly and strangely magnificent, illuminated by the lightning strikes of massive Tesla Coils and the matter-bending forces of Allied Chronospheres. You'll need all the help you can get, just to survive—and that's where this book comes in.

This book is a complete reference to *Retaliation*, featuring strategies and tips to guide you through every single-player mission. Here's what you can expect to find:



Chapters 1 and 2 discuss the units and structures you'll build as you forge ahead toward victory. They explain what to build, when to built it, and why.

Chapter 3 is a general combat reference, preparing you for upcoming battles by expressing strategy and tactics in general terms. Its strategies apply to both single-player and multiplayer games. Be sure to read this chapter for a better understanding of how *Retaliation* battles work.

Chapters 4 through 7 give complete walkthroughs of every Allied mission, complete with useful maps that show the entire battlefield.

Chapters 8 through 11 are walkthroughs of every Soviet mission.

Finally, Chapter 12 walks you through the secret Giant Ant campaign that becomes playable once you've fully beaten the Soviets or Allies.

Read on, Commander, and learn. The campaigns are long and perilous, but with the help of this guide, you've got an inside track to victory.

PART I: GENERAL INFORMATION

CHAPTER 1: STRUCTURES

The structures you build in each mission will determine, to a surprising extent, your ability to win. This chapter examines every structure available to you, in both single-player and multiplayer games. Each entry includes basic information on a structure's cost, power requirements, armor levels, and function. You'll also find valuable notes on each structure's value, tips on placing it effectively, and suggestions for when to purchase it and when to avoid it.

Not all structures are available in single-player missions. The text notes which structures are generally available and which ones are limited.

COMMON STRUCTURES

First we'll look at structures available to both sides. These structures are central to the flow of the game, and most fall into the "must-have" category. Most of these structures are available in all types of missions, although exceptions are numerous.

CONSTRUCTION YARD

Cost: *2,500* ***Armor:*** *Heavy*
Power Usage: *—* ***Prerequisites:*** *—*

The Construction Yard is the foundation of your base. Ideally, you'll place it in an easily defensible location, next to a rich vein of ore. In practice, you'll often find yourself building it as quickly as possible, even if your starting location isn't ideal. A good compromise is to have all units scout for ore as soon as the mission starts, and then to place the Construction Yard near the first significant ore patch you discover.

Most single-player missions grant you a single MCV (Mobile Construction Vehicle) that you can transform into a Construction Yard. In most cases, this is your only Construction Yard, and you can't build more. If you lose it, therefore, you can't build any new structures. And that can be fatal.

In both single-player and multiplayer games, attacking the enemy's Construction Yard is a valid strategy. If you try this strategy, you'll be like a fighter going for the knockout punch instead of chipping away with body blows: if you manage to sneak in that lethal punch, you'll probably win, but you're more likely to succeed if you attack other parts of the enemy's defenses first.

POWER PLANT

Cost: *300* ***Armor:*** *Light*
Power Usage: *+100* ***Prerequisites:*** *Construction Yard*

Power Plants are necessary for the smooth operation of every base. Insufficient power renders a base's most power-intensive structures (such as Radar Domes, AA Guns, SAMs, Tesla Coils, and Turrets) temporarily inoperative. Worse, it drastically slows the construction of new vehicles and structures.

Power Plants are both important and fragile, and hence are a favorite target of both small-scale and large-scale attacks. Tesla Coils, Turrets, AA Guns, and other key defensive structures are all very power intensive, so destroying Power Plants tends to leave bases defenseless.

In many cases, Power Plants should be the very first thing you target when you attack an enemy base. This is especially true when you're attacking Soviet bases, which require *vast* amounts of power to fuel their deadly Tesla Coils.

As soon as you enter an enemy base, immediately determine which is easier to strike: the base defenses or the Power Plants that keep them operational. Then attack whichever is easiest.

ADVANCED POWER PLANT

Cost: *500* ***Armor:*** *Light*
Power Usage: *+200* ***Prerequisites:*** *Power Plant*

Advanced Power Plants are more durable and cost-effective than regular ones. Once you have the option to build them, therefore, you should always choose them instead of standard Power Plants, unless you have a good excuse.

What constitutes a good excuse? Here are a few: You don't have space for the Advanced Power Plant's larger footprint. You lack the extra funds required to build an Advanced Power Plant. One of your existing Power Plants got blown up, slowing down production.

The last example is the most common reason for building standard Power Plants. It takes a long time to build Advanced Power Plants when your production is crippled, so it's better to build standard ones until power is at a reasonable level, and then build advanced ones for insurance.

ORE REFINERY

Cost: *2,000* ***Armor:*** *Light*
Power Usage: *30* ***Prerequisites:*** *Power Plant*

The Ore Refinery is your main means of gaining credits. Thieves also can provide credits, but they'll never substitute for a good mining operation.

Ore Refineries, along with Power Plants, can be a weak spot in your base—or those of your opponents. If you lose all your Ore Refineries and you don't have the credits to build a new one, you're stuck. The only solution is to sell other structures until you've generated 2,000 credits, then build a new Refinery as quickly as possible.

In many single-player missions, and in most multiplayer skirmishes, you should build two or more Ore Refineries. Two are enough for most single-player missions, but three or four are sometimes appropriate on large multiplayer maps. Extra Refineries speed up your credit production and render your base less vulnerable to "ore deprivation" strategies.

Multiple Ore Trucks can deliver ore to a single Refinery. However, having more than three or four Trucks delivering to a single Refinery can make for frequent traffic jams. Usually, you're better off building a second Ore Refinery when you have several Ore Trucks in service.

ORE SILO

Cost: 150 ***Armor: Light***
Power Usage: 10 ***Prerequisites: Ore Refinery***

Ore Silos are necessary for storing ore. One Silo holds 1,500 units of ore (equal in value to credits). You must build multiple Silos, therefore, in most missions.

It's often a good idea to build extra Silos early in the game, well before you need them. It's no fun to be interrupted during a tense battle with the repeated warning "Silos needed."

If you're facing an Allied opponent, Silo placement becomes much more important. Tuck Silos away in a corner, where they're hard to get at. Fence them in with other structures to protect them from the depredations of Thieves.

If you truly fear Thief raids, just spend your credits quickly. Don't let more than 4,000 credits accumulate, and Thieves will be much less of a problem.

BARRACKS

Cost: 300 ***Armor: Light***
Power Usage: 20 ***Prerequisites: Power Plant***

Barracks train soldiers of all varieties and enable new construction options. You can get away with only one Barracks in most single-player missions, but two can be helpful in multiplayer skirmishes—and, hey, they won't cost you much.

WAR FACTORY

Cost: 2,000 ***Armor: Light***
Power Usage: 30 ***Prerequisites: Ore Refinery***

The War Factory produces land vehicles, such as Tanks and Artillery. Having extra War Factories cuts down the time it takes to produce these units. A single War Factory is sufficient in some single-player missions, but it's usually optimal to have two for the harder missions. Multiplayer skirmishes tend to be fast and brutal, however, and having three or more War Factories can be a real lifesaver in these missions.

The War Factory is another structure that you must guard well. Although not as fundamental as Ore Refineries or Construction Yards, War Factories are your only source of armor units. If you lose all your War Factories, you're helpless until you build new ones.

SERVICE DEPOT

Cost: 1,200 ***Armor: Light***
Power Usage: 30 ***Prerequisites: War Factory***

A Service Depot can repair any vehicle at a fraction of the cost of purchasing a new one. Service Depots are a great tool if you get in the habit of using them regularly. Just building one isn't enough. The danger is that you'll build one and then forget about it when the battle gets rough, and never get any use out of it.

The Service Depot is very practical for healing and rehealing the Tanks defending your base, thus minimizing your losses to enemy raids.

Soviet players should almost always build Service Depots, because their Tanks are so expensive. You simply can't afford *not* to repair them! Allies, on the other hand, can often build Mechanics to repair armor units free of charge. If Mechanics are available, you can often skip building the Service Depot.

RADAR DOME

Cost: 1,000 ***Armor: Light***
Power Usage: 40 ***Prerequisites: Ore Refinery***

The Radar Dome gives you an overview of the battlefield—or at least the parts you've already uncovered. The "map overview" effect of Radar Domes isn't truly essential in single-player missions where you're familiar with the map, but they are a prerequisite to building AA Guns and SAM Sites (not to mention Airfields and Helipads), and for this reason they're usually on the "must-have" list. They're even more vital in multiplayer missions, where they can alert you to attacks ahead of time.

HELIPAD

Cost: 1,500 ***Armor: Light***
Power Usage: 10 ***Prerequisites: Radar Dome***

Both Allies and Soviets can build Helicopter pads (Helipads). Helicopters, like planes, are most useful in large groups.

Helipads' cost includes the cost of a single Apache Longbow or Hind Helicopter. Because these aircraft cost 1,200 credits apiece, and the Helipad plus Helicopter costs only 300 credits more, it makes sense to build lots of Helipads. That way, all your Helicopters can reload at once.

The cash you save by not building Helipads isn't worth the delays that can result from your having too few Helipads.

Helipads require lots of room and are fragile. This makes them easy targets for enemy attacks. However, if the enemy is attacking your Helipads, you can usually count your blessings: it's better that they attack a Helipad than a vital Construction Yard or Ore Refinery.

MISSILE SILO (MULTIPLAYER ONLY)

Cost: 2,500 ***Armor: Heavy***
Power Usage: 100 ***Prerequisites: Technology Center***

As you might expect, these Silos house Atomic Missiles. You're thinking these missiles must be kings of the battlefield, right? Well, they are indeed useful in multiplayer games, especially when you drop them on an enemy base just before staging a conventional attack. These missiles destroy weakly armored structures (like Power Plants) and severely damage other structures, as well as damaging Tanks and destroying infantry. This creates havoc, and clears the way for devastating land or air assaults. (Using Atomic Missiles without a follow-up air or ground attack is more of a nuisance than a crushing blow.)

Missile Silos aren't nearly as high-concept as the Chronosphere or Gap Generator, but you still should hold off on building them until you have a strong conventional army. Their missiles are damaging, but they're no substitute for a good Tank army, which not only can damage an enemy base, but can stick around to finish it off.

SANDBAGS/BARBED-WIRE BARRIER

Cost: 25 per unit ***Armor: Light***
Power Usage: — ***Prerequisites: Construction Yard***

Sandbags and Barbed Wire are functionally the same, but Barbed Wire is twice as strong: Sandbags and Barbed Wire keep out most infantry, but Rocket Soldiers can destroy them; tracked or heavy vehicles, such as Tanks and Ore Trucks, can shoot or crush them.

Theoretically, if you're in a multiplayer game and your opponents like to use lots of stealthy tricks, such as having Thieves steal your credits or Engineers steal your buildings, then these barriers might be useful. In practice, though, most opponents just try to roll over your base with Tanks.

Sandbags and Barbed Wire can't keep out enemy forces completely. The best you can do with them is force the enemy to approach your base from a few specific places, rather than from a wide-open field.

CONCRETE WALL

Cost: 100 per unit ***Armor: Heavy***
Power Usage: — ***Prerequisites: Construction Yard***

Enemy Tanks can't crush a Concrete Wall: they must blast it down. These Walls are useful for funneling computer-controlled units into predefined kill zones. Just leave a hole in the Wall where you want the bad guys to get through, and surround the area with Turrets, Pillboxes, or Flame Towers.

Human opponents tend to have less trouble blasting your Walls. However, if you defend your base with an adequate force, Walls can work to your advantage. Your opponents can't take the time to blast your Walls when your Tanks and Artillery are pelting them.

Concrete Walls block vehicle fire except for lobbed projectiles, like those of Artillery units.

Walls are most feasible when natural defenses, such as ridges, already surround your base. In that case, you can use Walls to patch up the few remaining places where your defenses are weak.

Finally, note that surrounding a Tesla Coil with Concrete Walls is a great idea. The Coil can blast enemies regardless of the presence of the Walls, while the Walls block most return fire.

ALLIED STRUCTURES

This section examines all structures unique to the Allied side.

The Allies emphasize stealth, trickery, and intelligence, and both their units and structures reflect this emphasis. Allied Technology Centers send up world-viewing Satellites for extra combat intelligence. Their Gap Generators facilitate stealth tactics by hiding a base from the enemy. The Chronosphere opens the door for clever ambushes and distractions.

Allied structures also reflect the Allies' lack of emphasis on airpower and their dominance at sea. They possess no equal to the Soviets' versatile Airfield, but their Naval Yards can produce a greater variety of units than the Soviets' limited Sub Pens.

NAVAL YARD

Cost: 650 ***Armor: Light***
Power Usage: 30 ***Prerequisites: Power Plant***

The Allies' navy is one of their few areas of legitimate dominance. Naval Yards produce Transports, just as Soviet Sub Pens do, but also generate Gunboats, Destroyers, and Cruisers. Each of these three ship types can attack some combination of land, sea, and airborne units.

Having additional Naval Yards speeds ship production. Naval Yards are a great idea on maps with lots of water, and sometimes even on maps with very little water. Destroyers and Cruisers can be useful for base defense, even though they're stuck in the water: The enemy can't ignore their great firepower and remarkable range.

Sail a ship into your Naval Yard to have it repaired. This works best when you're using Destroyers and Cruisers for base defense; let them shoot up the bad guys, then send them into the nearby Naval Yard for immediate repairs.

PILLBOX

Cost: 400 ***Armor: Medium***
Power Usage: 15 ***Prerequisites: Barracks***

Pillboxes are great anti-infantry structures. They can cover a fairly large area and have little to fear from enemy soldiers. They don't do much damage to armor units, however. It's often a good idea to nestle a single Pillbox between a pair of Turrets, creating a formidable defense against all forms of land-based assault.

CAMOUFLAGED PILLBOX

Cost: 600 *Armor: Heavy*
Power Usage: 15 *Prerequisites: Barracks*

You should almost always build Camouflaged Pillboxes instead of their standard cousins—assuming, of course, that you've got the credits. Camouflaged Pillboxes are extremely hard to see and will wreak havoc on enemy infantry, especially when coupled with Gap Generators.

Furthermore, Camouflaged Pillboxes are 50% tougher than standard Pillboxes. This means they have a better chance of surviving tough base assaults.

TURRET

Cost: 600 *Armor: Heavy*
Power Usage: 40 *Prerequisites: Barracks*

Turrets are great antiarmor defenses that specialize in destroying Tanks of all varieties. They're not so great at shooting enemy infantry, however, and they're susceptible to Soviet V2 Rocket Launchers that sit outside their maximum range.

Several Turrets in a cluster provide a formidable Tank defense, indeed! Be sure to have Tanks of your own, though, to deal with those V2 Rocket Launchers.

Prepare to install extra power facilities before you add Turrets to your base. Turrets' power requirements are deceptively high.

AA (ANTI-AIRCRAFT) GUN

Cost: 600 *Armor: Heavy*
Power Usage: 50 *Prerequisites: Radar Dome*

Rocket Soldiers can shoot down enemy aircraft, but Rocket Soldiers are extremely fragile, and two of them cost the same as a single AA Gun. In other words, you pay a high price for Rocket Soldiers' mobility.

AA Guns, on the other hand, are immobile and have a limited firing radius, but they shred any aircraft foolish enough to get close. This makes AA Guns the best way to defend your base from airborne attacks. You should construct multiple guns in one place for a brutal antiaircraft defense.

When you're facing a computer opponent, three AA Guns usually will cover your entire base. The computer tends to attack the same general areas time and again, so once you discover those areas and place AA Guns there, your base should be relatively safe.

Be aware that single-player missions don't always require AA Guns. Many missions feature an air threat that is minimal or nonexistent, allowing you to focus almost exclusively on land defenses.

TECHNOLOGY CENTER

Cost: 1,500 *Armor: Light*
Power Usage: 200 *Prerequisites: War Factory and Radar Dome*

Although both Soviets and Allies can build a Technology Center, we list them separately because the functions of Soviet and Allied Technology Centers differ significantly.

In multiplayer games, the Allied Technology Center launches a Satellite that's invaluable for surveying the battlefield. Furthermore, you can construct several useful structures (such as Gap Generators and the Chronosphere) and units (such as Tanya and Thieves) only when you have a Technology Center in place.

The Technology Center's Satellite view is especially good for plotting Helicopter flight paths. Having a clear view of all enemy air defenses makes it easy to plan devastating air strikes.

Soviet Technology Centers don't launch Satellites in multiplayer games. They're useful only because they allow players to produce advanced units and structures.

GAP GENERATOR

Cost: 500 *Armor: Light*
Power Usage: 60 *Prerequisites: Technology Center*

The Gap Generator is pretty useless in single-player missions, in which the computer opponent tends to attack you regardless of how well you hide your base. It can make your base much more formidable in multiplayer games, however, by confusing your opponent and disguising the area from aerial attacks.

If you use them correctly, Gap Generators can give you an extra edge. If you're going to use Gap Generators in your multiplayer skirmishes, take maximum advantage of their effects! Build up surprise ambushes of Turrets and Camouflaged Pillboxes, and rearrange your troops continually beneath the Generator Shroud. Construct a bunch of fake structures just to confuse your opponents. Remember: If you don't capitalize on your secrecy, you might as well do everything out in the open.

CHRONOSPHERE

Cost: 2,800 *Armor: Light*
Power Usage: 200 *Prerequisites: Technology Center*

The Chronosphere allows you to teleport a single vehicle elsewhere for a given period of time. You can't teleport units within units: teleporting an APC (Armored Personnel Carrier) filled with Engineers, for example, just kills your Engineers. Furthermore, you can't teleport units onto terrain they wouldn't otherwise be able to reach. (No teleporting Cruisers onto dry land, for example.)

Frequent use of the Chronosphere may cause a deadly Vortex to appear. This Vortex is like a sentient whirlwind that hunts and destroys units and structures. It disappears when it has eaten five units of any type; therefore, actively "feeding" it cheap infantry is a common recourse.

Chronospheres can be useful for sneak raids and distractions. Furthermore, Cruisers are so powerful that teleporting just one close to an enemy base can wreak real havoc.

Just remember that the Chronosphere, for all its uniqueness, can't substitute for a strong conventional army. Build one only when you've built up a strong defense force and have lots of credits to burn. Otherwise, concentrate on mundane (but practical) units, such as Medium Tanks.

SOVIET STRUCTURES

This section covers all structures unique to the Soviets. The Soviets' strengths are airpower and outright force, and their structures reflect this emphasis. Their Airfields produce powerful Yak and MiG fighters, as well as useful Paratroopers and Parabombs. The Iron Curtain, the Soviets' most advanced and costliest structure, renders a single unit invulnerable for a short while and boosts the Soviets' raw combat power nicely.

KENNEL

Cost: *200* ***Armor:*** *Light*
Power Usage: *10* ***Prerequisites:*** *Barracks*

Kennels create Attack Dogs. These Dogs are of great value in catching Spies and in dealing with enemy infantry in general. They're useless, however, against armor. Only build Kennels if your mission requires tough anti-infantry measures.

SUB PEN

Cost: *650* ***Armor:*** *Light*
Power Usage: *30* ***Prerequisites:*** *Power Plant*

Sub Pens construct the Soviets' three sea units—Transports (LSTs) and two varieties of Submarines.

In multiplayer missions, the Soviets sometimes can succeed by staying well away from the water (if the map isn't so covered with water that this is impossible). If there is sufficient water on the map, Sub Pens are necessary: Allied Cruisers have such a long range that you must destroy them at all costs, and this usually means building Submarines.

AIRFIELD

Cost: *600* ***Armor:*** *Heavy*
Power Usage: *30* ***Prerequisites:*** *Radar Dome*

Airfields provide access to Yak and MiG fighter planes, as well as a wide range of free benefits: Paratroopers, Parachute Bombs (Parabombs), and Spy Planes all become available (subject to single-player mission constraints) once you build an Airfield. This makes it useful for the Soviets to build at least one Airfield, even in missions where they don't plan to build large groups of fighters.

Never try to build lots of Airfields before developing strong base defenses. Airpower is very specialized: Aircraft are great at taking out individual structures or units, but they can't mount the kind of sustained attack that Tanks can. This means that Tanks must always come first, however much you'd prefer to build up your air force.

TECHNOLOGY CENTER

Cost: *1,500* ***Armor:*** *Light*
Power Usage: *100* ***Prerequisites:*** *War Factory, Radar Dome*

A Technology Center allows the Soviets to construct a wide range of advanced units and structures, such as Mammoth Tanks, Flame Infantry, and the Iron Curtain.

However, Soviet Technology Centers don't come with the free Satellite in multiplayer games that Allied Technology Centers include. This makes them less of an asset (and more of a nuisance) than their Allied counterparts. You might not *want* to build them, but if you need those advanced units and structures, you'll *have* to.

FLAME TOWER

Cost: 600 *Armor: Heavy*
Power Usage: 20 *Prerequisites: Barracks*

Flame Towers are the Soviets' anti-infantry weapon, much as the Pillbox is the Allied response to infantry. Flame Towers are slightly messier than Pillboxes (they can roast friendly units if you aren't careful). However, they're also more powerful, roasting several infantry at once with their powerful area effects, and dealing respectable (if not great) damage to vehicles.

Like Turrets and Pillboxes, Flame Towers are best placed at the gates of your base.

TESLA COIL

Cost: 1,500 *Armor: Light*
Power Usage: 20 *Prerequisites: War Factory*

The Tesla Coil is the ultimate base-defense structure. It's fragile and requires lots of power, but its huge range and ability to fry both infantry and armored units makes it an absolute bear to contend with. Because of its huge range, you needn't expose it to abuse by putting it right at the edge of your base. Tuck it well behind the front lines, and surround it with Concrete Walls for even more protection.

Make no mistake: If you're playing the Soviets and failing to employ Tesla Coils for defense, you're not using all your potential.

SAM SITE

Cost: 750 *Armor: Heavy*
Power Usage: 20 *Prerequisites: Radar Dome*

SAM Sites are the Soviets' first line of air defense. Rocket Soldiers and Mammoth Tanks are both mobile units with anti-aircraft potential, but the soldiers are fragile and expensive, and Mammoth Tanks are slow, with relatively short-ranged missiles.

SAM Sites don't chew through planes as fast as AA Guns but they cover a larger area. All things considered, they tend to be slightly less effective than AA Guns.

Blanket your base with SAM Sites to slowly and surely wear down Allied Helicopters. But first make sure there is an air threat: Again, single-player missions seldom feature large-scale air attacks.

IRON CURTAIN

Cost: 2,800 *Armor: Light*
Power Usage: 200 *Prerequisites: Technology Center*

The Iron Curtain isn't as high-concept as the Chronosphere, but it's certainly not something you should build immediately. Its ability to render a unit invulnerable for a short while (about 45 seconds) is definitely useful, but the Soviets' biggest unit, the Mammoth Tank, is quite slow, so there's a limit to how much havoc your single invincible unit can wreak.

View the Iron Curtain not as an invincible super-weapon, but rather as a tool that lets you harass enemy bases, distract other players, squash infantry, and perhaps destroy fragile structures such as Power Plants. Invincible units are a good alternative to air strikes for taking out fixed base defenses like Turrets, and they're great for leading an assault force.

CHAPTER 2: UNITS

This chapter examines every Allied and Soviet unit in the game. Each entry contains information on unit cost, range, armor, prerequisites, and which units (or structures) it's best at destroying. You'll also find general notes on each unit's abilities and overall worth.

TIP In some cases, a unit capable of attacking a wide range of targets isn't truly effective against all of them: Rifle Infantry, for example, can damage other infantry, vehicles, and structures, but of all those targets, it's only good at destroying other infantry. In cases like this, we list only the unit's premier targets in the "Effective Against" category and explain its full range of possible targets in the general comments.

Any unit capable of attacking land units also can attack seafaring units—if the vessels are in range (and aren't submerged, in the case of Submarines). Thus, even though it's not usually mentioned, most infantry, vehicles, and aircraft are perfectly free to fire on ships. It's just a question of getting close enough.

COMMON UNITS

This section includes units shared by the Allies and Soviets. These units are similar for both sides, with no discrepancies in cost or effectiveness. Of course, in some cases, these units are more important to one side than the other. For example, the Soviets, with their wide range of combat infantry, need Rifle Infantry much less than the Allies.

RIFLE INFANTRY

Cost: 100 ***Armor:*** —
Range: Short ***Prerequisites:*** Barracks
Effective Against: Other infantry

Rifle Infantry are at the bottom end of the *Retaliation* scale. They're the cheapest units to produce, but their effectiveness is decidedly limited. They're pretty good at attacking other infantry, but can do only minimal damage to structures and vehicles.

Flame Infantry and Attack Dogs are much better than Rifle Infantry at killing other soldiers, but both units are substantially more expensive, and both have drawbacks: The Dogs aren't very effective against vehicles and structures, and Flame Infantry are slow and prone to blowing up. Furthermore, the Allied player has access to neither of these units, so there will always be a place for Rifle Infantry on the Allied side.

Rifle Infantry are seldom crucial, but they are often useful. Keep a few around your base for multipurpose defense, such as killing pilots who eject from shot-down aircraft, or providing fire support for your main defense force.

As with all infantry, Rifle Infantry should not be used as a main attacking force. Without support from armored vehicles, they're extremely vulnerable to "squashing."

ROCKET SOLDIER

Cost: 300 ***Armor:*** —
Range: Medium ***Prerequisites:*** Barracks
Effective Against: Aircraft, Vehicles

Rocket Soldiers are three times as expensive as Rifle Infantry but will usually lose to a lone Rifle Infantryman in single combat. The moral of the story? Never use Rocket Soldiers to attack other infantry. Use them to destroy aircraft or vehicles, or to take apart structures.

Aircraft killing is Rocket Soldiers' true strength. If you want a Tank killer, Rocket Soldiers are generally not your best choice; bite the bullet and spend a few hundred extra credits for a Tank. It will last much longer, and you can repair it when it gets shot up. Rocket Soldiers function best in an antiaircraft role, and if they happen to help out in other situations, so much the better.

Rocket Soldiers are not a substitute for AA Guns, but they can follow mobile units such as Ore Trucks and shoot down the aircraft that harass them. Furthermore, they can join your Tank armies and get rid of pesky aircraft that would otherwise torment the army unchecked.

If you view *Retaliation* as a game of economics, you'll realize that Rocket Soldiers are at their worst when you let them fight cheap enemy infantry, and at their very best when they shoot down 1,200-credit aircraft.

ENGINEER

Cost: 500 *Armor: —*
Range: — *Prerequisites: Barracks*
Effective Against: —

When Engineers enter an enemy structure, they damage it (if it's relatively undamaged) or take it over (if it's in the yellow or red). If you aren't careful with your Engineers, they can actually destroy buildings you wanted to capture! The best plan is to use conventional forces to shoot the structure in question until it's visibly damaged, and then hustle an Engineer inside.

Build Engineers only when you have a specific plan for them. Don't attempt wholesale Engineer raids unless you think you've got a sitting duck to pick on.

Engineers restore your own structures to full health just by walking inside. This is an uncommon use for Engineers, as in most cases it's cheaper just to use the "Repair" command.

TANYA

Cost: 1,200 *Armor: —*
Range: Medium *Prerequisites: Barracks, Technology Center*
Effective Against: Infantry, structures

Tanya is a one-woman wrecking crew. She can kill infantry with one shot at extreme range, or detonate structures quickly by placing explosives on them. In the Allied campaign, she's a unique unit you can't create: She simply appears, and you must keep her alive or your mission fails. In multiplayer skirmishes, both sides can create their own "Tanyas."

Tanya doesn't shoot enemies unless they shoot at her first or unless you target enemies for her manually. This makes her extremely vulnerable unless you keep a close eye on her.

As it is, Tanya is great for anti-infantry operations and for guerrilla tactics on enemy bases. Just remember that she costs a lot to train, so unless she's likely to destroy at least one valuable structure or lots of infantry on her commando run, you might think twice about sending her in.

Finally, bear in mind that Tanya has no way to deal with air attacks and it takes her a very long time to deal with vehicles.

ORE TRUCK

Cost: 1,400 *Armor: Heavy*
Range: — *Prerequisites: War Factory, Ore Refinery*
Effective Against: Can squash infantry

Ore Trucks are slow behemoths. Their great size makes it easy for them to crush stationary infantry, but they have a hard time catching up with fleeing infantry.

Ore Trucks can stand a lot of abuse, and slowly heal themselves back to medium health if they're damaged below that level. However, large Tank groups or massive air attacks can quickly overwhelm them. Destroying enemy Ore Trucks is often a good way to win both single-player games and multi player skirmishes. In fact, the key to victory in many *Retaliation* missions lies in stationing a Tank army in crucial ore fields, then destroying all enemy Ore Trucks that venture inside.

MCV

Cost: 2,500 *Armor: Heavy*
Range: — *Prerequisites: War Factory, Service Depot*
Effective Against: —

The MCV is a huge, slow vehicle that converts into a Construction Yard. In single-player games, you can't build these; you get one or two to start with, and if you lose 'em, too bad! In multiplayer games, you can build new ones as often as you'd like.

Extra MCVs allow you to expand into new areas to establish new strongholds and mining operations. They also act as insurance against enemies who try to take out your Construction Yard. However, at 2,500 credits apiece, you can't afford to buy too much insurance.

LST (TRANSPORT)

Cost: 700 *Armor: Medium*
Range: — *Prerequisites: Naval Yard or Sub Pen*
Effective Against: —

The LST (a.k.a. Transport) is a naval transport capable of holding infantry, armor, or a mix of both. You can even stick soldier-filled APCs onboard and transport multitudes of infantry at once.

The LST has no attack capabilities, but it's quite fast, easily outrunning Submarines, Destroyers, and Cruisers. Gunboats are harder to lose.

Due to its extreme speed, the Transport is actually quite useful as a scout or decoy on watery maps.

DEMOLITION TRUCK

Cost: 2400 *Armor: Light*
Range: — *Prerequisites: Missile Silo*
Effective Against: All land targets

The Demolition Truck is simply a Truck with a nuke strapped on board. It detonates when destroyed by enemy fire or when it reaches a target it's been ordered to attack.

As with all nukes, the Demolition Truck is at its best when it's followed up by a strong conventional attack. The

Truck will deal lots of damage, but it's the conventional attack that finishes off what the Demolition truck started.

Avoid leaving Demolition Trucks too close to your own forces—for obvious reasons.

ALLIED UNITS

Allied units emphasize stealth and speed, as well as naval power. Players who prefer a forthright, overpowering playing style tend to avoid the Allies in multiplayer games, because forethought and careful maneuvering are often key to getting the most from their units.

MEDIC

Cost: *800* ***Armor:*** *—*
Range: *—* ***Prerequisites:*** *Barracks*
Effective Against: *—*

In theory, Medics are great. They can restore any soldier to full health just by standing close to him, and two Medics working together can even heal each other.

In practice, you'll seldom use enough infantry to justify having Medics. Huge bunches of infantry tend to get squashed by heavy vehicles in most combat situations.

However, Medics are great for base or army defense, keeping the nearby infantry in good health, and they're absolutely vital in certain single-player missions—especially those that take place indoors.

Also, if you're using lots of expensive specialists such as Rocket Soldiers, Engineers, and Mechanics to augment a Tank army, you should also throw in a Medic to keep those specialists healthy.

FIELD MECHANIC

Cost: *950* ***Armor:*** *—*
Range: *—* ***Prerequisites:*** *Service Depot*
Effective Against: *—*

Field Mechanics are like Medics for vehicles. A lone Mechanic may be expensive, but he can repair an entire Tank army if given enough time.

You're advised to make heavy use of Field Mechanics whenever possible. Keep one at your base and one with each major army. Mechanics prolong the life of your armies and can make them next to invincible against repeated small attacks.

Whereas Service Depots require credits to fix vehicles, Mechanics don't. Thus, Mechanics are far and away the most cost-effective way to keep your vehicles in fighting shape.

SPY

Cost: *500* ***Armor:*** *—*
Range: *—* ***Prerequisites:*** *Barracks, Radar Dome*
Effective Against: *—*

In a single-player game, Spies are effectively invisible to all enemy units except Attack Dogs. Thus, they make excellent scouts. In multiplayer games, Spies appear to your opponents as their own Rifle Infantry. This disguise sometimes works, but as soon as the player realizes the Spy isn't responding to his orders, he'll know something's up.

Spies can infiltrate enemy structures and gain you a constant flow of information. They can discover what your enemies are building, how much money they have, where their Subs are, and where their other units are. Is this information useful? Sometimes yes, sometimes no.

Infiltrating a Barracks, War Factory, or Construction Yard shows you what the enemy is building. Infiltrated Ore Refineries or Silos show you the enemy's financial status, while infiltrated Radar Domes show you the movement of all enemy units. Infiltrated Sub Pens give you a brief (but valuable) look at all enemy Subs.

THIEF

Cost: *500* ***Armor:*** *—*
Range: *—* ***Prerequisites:*** *Barracks, Technology Center*
Effective Against: *—*

Thieves steal credits from enemy Ore Silos—to be precise, half the enemy's total supply. Successful Thieves can provide a huge economic boost. On the flip side, having your own credits stolen can be absolutely devastating.

Thieves are always a bit of a gamble. They can earn you lots of cash, but they're an investment themselves. Use an APC to sneak Thieves into enemy bases quickly.

RANGER

Cost: *600* ***Armor:*** *Light*
Range: *Short* ***Prerequisites:*** *War Factory*
Effective Against: *Infantry*

Although they're scout vehicles that double as fire support for Tanks, Rangers aren't very tough. They're slower than you might expect, and they're vulnerable to attacks of all sorts. However, even though they can't squash them, they *are* effective against infantry.

On the other hand, consider that Light Tanks cost only 100 credits more, are about as fast as Rangers, and are a great unit for squashing infantry. Furthermore, they can take more of a beating than a Ranger.

LIGHT TANK

Cost: 700 *Armor: Medium*
Range: Medium *Prerequisites: War Factory*
Effective Against: Armor, structures

Light Tanks are faster than Medium Tanks, in terms of both speed and rate of fire, but they're less heavily armored. This makes them less suitable for all-out base assaults but better for squashing infantry, and better for fast-reacting base-defense teams: Their speed lets them intercept threats that Medium Tanks would have trouble reaching.

Good generals tend to use both Light and Medium Tanks in their armies. Medium Tanks function best in full-scale assaults and stationary battles (where speed is a non-issue), and Light Tanks are excellent for scouting, squashing infantry, and defending large, sprawling bases subject to attack from all sides. It's also best to use them for raids into enemy territory, where speed, not power, is key.

MEDIUM TANK

Cost: 800 *Armor: Heavy*
Range: Medium *Prerequisites: War Factory*
Effective Against: Armor, structures

It would be foolish to build only Light Tank armies for base assaults, when Medium Tanks offer significantly better armor for only 100 credits more. That armor reduces speed, but Medium Tanks are still faster than the Soviets' Heavy Tanks, and speed is less critical than power when you're trying to hold a position or overrun an enemy base.

Allies should build a fair number of Medium Tanks if they want to stave off the Soviet Heavy Tanks—but wise Allied generals also add Light Tank groups to their armies. Light Tanks can quickly overrun infantry, take out particularly vital targets during base assaults, harass enemy Ore Trucks and bases, and squash infantry that get in the way of the main Tank group. Your army has room for both units.

CHRONOTANK

Cost: 2400 *Armor: Light*
Range: Medium *Prerequisites: Chronosphere*
Effective Against: All targets

Chronotanks are tanks with the ability to teleport or "chronoshift" anywhere on the map. This makes them invaluable for reaching places that would otherwise be unattainable.

Chronotanks can sustain a fair amount of damage, but their light armor makes them susceptible to infantry and other lightweight attackers. They can be useful as support vehicles in an army, particularly because their missiles can attack air targets as well as those on land, but they're awfully expensive to serve in a supporting role.

The bottom line is that you should build Chronotanks only if you plan to actually make use of their teleportation abilities. If you don't, then build conventional armor units and use Rocket Soldiers to protect armies from aircraft.

ARTILLERY

Cost: 600 *Armor: Light*
Range: Long *Prerequisites: War Factory*
Effective Against: Armor, structures, infantry

Artillery have better range and power than Tanks. Also, their high-arcing ordnance flies over Concrete Walls. However, their slow speed and light armor make them vulnerable without Tanks to protect them.

Artillery's range and power can't equal its Soviet counterpart, the V2 Rocket Launcher, but its reloading time isn't nearly as long as that formidable weapon's. Also on the plus side, Artillery ordnance is great against all land-based targets: Infantry, vehicles, and structures all take a massive beating from its explosive shells.

Use a few Artillery units as fire support for large Tank armies. Use the Artillery to take out fixed defenses (such as Flame Towers) from afar and deal serious damage to enemy Tanks and infantry that get too close. Just make sure to protect the Artillery because Tanks can destroy them with only a few shots.

APC

Cost: 800 *Armor: Heavy*
Range: Short *Prerequisites: War Factory, Technology Center*
Effective Against: Infantry

APCs carry infantry from place to place at high speed. Their lack of armament makes them a poor combat unit—except for infantry squashing, at which they typically excel.

Most often, you'll be using APCs to sneak Spies, Engineers, or other fragile, specialized units into enemy bases. You'd be amazed at how easily you can sneak a quick APC past sluggish Soviet defenses!

Other common uses for the APC include sending groups of Rocket Soldiers out to your Tank army for quick air defense, or protecting civilians or Scientists who are crucial to a mission's outcome.

AT MINE LAYER

Cost: *800*
Range: *—*
Armor: *Heavy*
Prerequisites: *War Factory, Service Depot*
Effective Against: *Vehicles*

Mines can be very effective in both single-player and multi-player missions. Common tactics include mining the main entrances to your base and mining ore fields (thus making short work of enemy Ore Trucks).

Mines detonate when vehicles pass over them and when they're shot. If you fear that an area has been mined, firing at the ground is often a good solution.

APACHE LONGBOW

Cost: *1,200*
Range: *Short*
Armor: *Heavy*
Prerequisites: *Helipad*
Effective Against: *Structures, Armor, Infantry*

Apache Longbows provide the Allies' only air attack. These Helicopters aren't blazingly fast, but they can take a good deal of abuse, and their missiles can destroy just about anything, given enough time or Helicopters.

As is the case with all air units, Apaches can't do much individually. Teams of six to eight Apaches, however, can take out almost any structure or unit on the map. Apaches tend to do slightly less damage against moving targets, due to missile inaccuracy, but they can destroy even moving targets if they're in a large enough pack. The more maneuverable the vehicle, the less likely the Apaches will kill it quickly; but then again, picking off small, fast vehicles with Apaches is a waste of time. Go after larger, more important units, such as Ore Trucks.

It's often a good idea to destroy enemy SAM Sites instead of cruising your Apaches over them and repeatedly ignoring them. The Apaches aren't fast enough to avoid SAM missiles completely, but they are durable enough to take out a SAM Site before it can shoot them down, provided they work in packs.

GUNBOAT

Cost: *500*
Range: *Short*
Armor: *Light*
Prerequisites: *Naval Yard*
Effective Against: *Naval units*

Gunboats are the smallest naval unit available to the Allies. They can attack land and sea units and are adequate at handling Submarines (if they move in packs and you send them close enough to hit the Subs). Their range isn't great, but they do have the best speed of any naval combat unit.

In general, Gunboats are not great combatants: Destroyers, although twice as expensive, can attack land, sea, and air units, and their accurate missiles have much better range. Gunboats are best used as scouts and Sub killers in circumstances in which Destroyers are either unavailable or economically impractical.

DESTROYER

Cost: *1,000*
Range: *Medium*
Armor: *Medium*
Prerequisites: *Naval Yard*
Effective Against: *Air, sea, and land targets*

Packs of Destroyers are a lot of fun. Their accurate homing missiles can destroy any land, sea, or air target. They can hover outside the effective range of enemy Tanks, pelting the Tanks with missiles and taking no return fire. In fact, they can destroy almost anything on land without taking return fire, including fixed defenses such as Flame Towers, Pillboxes, and even Tesla Coils—if you're careful enough.

Destroyers are pretty good at killing Submarines, but they don't truly excel at this. Fights between Subs and Destroyers are inevitable and are balanced if you control your Destroyers and move them in packs. When you aren't watching, though, Subs can ambush your Destroyers with their long-range attacks, and they will often get the best of the confrontation.

Destroyers' long-range and antiaircraft capabilities make them useful on almost any map with water. They're particularly good for base and ore field defense and for picking off lone armor units. Note that they fire faster at aircraft than at any other unit.

CRUISER

Cost: *2,000*
Range: *Extreme*
Armor: *Heavy*
Prerequisites: *Naval Yard, Technology Center*
Effective Against: *Land units*

Cruisers are huge, slow, and wildly expensive and can't attack Submarines or airborne units (although smart players can fire at the water near a Submarine and damage it gradually). So why buy them? Their cannons are tremendously powerful and possess incredible range. Cruisers can harass any land unit at ranges where the land unit can't fight back. Furthermore, Cruisers can destroy an enemy base in no time flat. Although specialized, the Cruiser is great at its single task.

There are, of course, drawbacks. Cruisers' slow speed makes it impractical to sail them home for repairs, even though their vast size and great cost make them ideal candidates for repair. Also, their guns are inaccurate at long range, so if you've parked one a good distance from your base, you must make sure it doesn't fire at enemy units that have managed to get inside the base. The Cruiser can easily wreck your own base as it lobs torrents of cannon fire at the bad guys.

The Cruiser is a monster of a unit, and it's best when you actively account for its shortcomings: Give it an escort of Destroyers to protect it from air and sea threats. If you have a Chronosphere, use it to teleport the sluggish Cruiser back for repairs or to position the Cruiser where it can pummel the enemy base. If you follow these simple directives, the Cruiser can be a powerful unit, indeed.

TIP When the Cruiser misses its target, it usually misses long. To correct this problem, have the Cruiser fire at the ground in front of a distant target instead of directly at the target itself.

MOBILE GAP GENERATOR

Cost: 600 ***Armor: Light***
Range: — ***Prerequisites: War Factory, Technology Center***
Effective Against: —

Mobile Gap Generators, available only in multiplayer games, are useful for supplementing fixed Gap Generators when you're covering up your base, and for concealing a mobile force. Of course, this use of the Generator isn't subtle. When your opponents see a huge black cloud moving across the map, they're unlikely to ignore it!

The value of Mobile Gap Generators depends entirely on your style of play. If you like to bluff your enemy and set clever traps, these units are dreams come true. If you use the Generators for only one purpose, such as concealing your biggest attack force, you won't fool anyone.

MRJ (MOBILE RADAR JAMMER)

Cost: 600 ***Armor: Light***
Range: Long ***Prerequisites: War Factory, Radar Dome***
Effective Against: —

The MRJ is another unit that appears only in multiplayer skirmishes. It shuts down enemy radar once it's in range. Most players use it in conjunction with a Chronosphere (for quick radar shutdowns) or a Mobile Gap Generator (for protection). As with the Mobile Gap Generator, your style of play dictates the usefulness of this item. If you specialize in deception and sneaky strikes, then the MRJ can be very helpful. Used without any particular plan, however, it's not very effective.

SOVIET UNITS

Soviet units emphasize forthright aggression, with heavy armor and strong firepower leading the way. Speed and stealth are often compromised, but for many players the trade-off is well worth it.

Soviet forces include a wide array of combat infantry and aircraft; these areas are a definite strength.

The Soviets have several units with similar abilities, particularly in the areas of infantry and aircraft. This gives you an opportunity to pick and choose the units you prefer, instead of always using the same unit for a particular task.

ATTACK DOG

Cost: 200 ***Armor: —***
Range: n/a ***Prerequisites: Kennel***
Effective Against: Infantry

Attack Dogs are among the game's most specialized units. They do only one thing—kill infantry. A Rifle Infantryman that's standing still can kill an Attack Dog before it gets close enough to attack him, but that's only if he isn't shooting at something else, running, or otherwise distracted. Attack Dogs can get the better of just about any other infantry unit, using their excellent speed to close the gap and avoid the projectiles of Rocket Soldiers and Grenadiers. Attack Dogs run faster when you assign them a target.

Attack Dogs in Guard mode make for a formidable defense against enemy Engineers, Spies, and other sneaky troops. They also play a prominent role in the campaign missions' indoor scenarios, where infantry are the main units you must fight.

GRENADIER

Cost: 160 ***Armor: —***
Range: Short ***Prerequisites: Barracks***
Effective Against: Infantry, armor, structures

Grenadiers can defeat most other infantry in one-on-one combat, plus their grenades do a good amount of damage to both vehicles and structures. Add this to their low cost, and you'll see why Grenadiers are excellent infantry units.

On the downside, Grenadiers occasionally miss moving targets with their slow grenades, and they tend to blow up when they die, killing other infantry that happen to be too close. However, most targets eventually come to a halt, and you can scatter your Grenadiers so they don't all die when one of them blows up. In other words, it's not too hard to minimize the Grenadiers' shortcomings.

Grenadiers are great for base defense and for fire support in your large Tank armies. Their extra firepower can destroy vehicles quickly, and they're more proficient at killing infantry than your Tanks are.

FLAME INFANTRY

Cost: 300 ***Armor: —***
Range: Medium ***Prerequisites: Barracks, Technology Center***
Effective Against: Infantry, structures

Flame Infantry do great damage to infantry and structures, and moderate damage against armor. But they're also extremely slow (and therefore vulnerable to squashing), expensive, and have an even greater tendency than Grenadiers to blow up when they're killed, destroying friendly units in the immediate vicinity. They're also a menace while they're still alive, capable of torching friend and foe alike with their wide-stream flamethrowers.

Flame Infantry can be useful as long as you can handle the micromanaging they require. Keep them well separated, and keep enough vehicles in the area to prevent easy "squash" tactics. This can be a pain, but if you don't mind the extra effort, Flame Infantry can be a formidable weapon.

SHOCK TROOPER

Cost: 900 ***Armor: —***
Range: Medium ***Prerequisites: Tesla Coil***
Effective Against: All land targets

Shock Troopers are super-infantry that can deal serious damage to anything on land or sea. They cannot be "squashed" by Tanks and they can take a surprising beating, so they don't share the shortcomings of most infantry.

Shock Troopers can give enemy Tank groups fits. Most Tanks are poor at damaging infantry, and the Shock Troopers can deal significant damage in return. Thus, Shock Troopers are a good way to punish an enemy that's building tons of armor units at the expense of infantry and anti-infantry vehicles.

On the negative side, these soldiers are slow and wildly expensive. Use a few of them for base defense or as fire support in slow-moving armies, but consider using Tesla Tanks instead if speed is an issue.

HEAVY TANK

Cost: 950 ***Armor: Heavy***
Range: Medium ***Prerequisites: War Factory***
Effective Against: Armor, structures

Heavy Tanks are a mainstay of the Soviet army and a principal advantage of the Soviets over the Allies. Sure, Light Tanks can execute a variety of useful maneuvers, from fast infantry squashing to brutal hit-and-run attacks on bases and Ore Trucks. However, there's no arguing with sheer power, and Heavy Tanks have that in spades. They're comparable to Medium Tanks, except that they fire two shots for every one that Medium Tanks take. This means that 8 Heavy Tanks can deal the damage of 16 Medium Tanks—a vast advantage in a firefight.

Soviet players should build lots of Heavy Tanks and form them into devastating groups of 8 to 10 Tanks. These groups can roll over almost anything they encounter.

MAMMOTH TANK

Cost: 1,700 ***Armor: Heavy***
Range: Medium ***Prerequisites: War Factory, Technology Center***
Effective Against: All units

Mammoth Tanks are a lot like Heavy Tanks, but with added armor and rockets for dealing with airborne threats and infantry.

Mammoth Tanks are a huge investment but are also a huge force to reckon with. They are slow, limiting their use to base defense and ponderous, rumbling offensives. However, because they can handle aircraft as well as land units, they're great multipurpose vehicles that improve the firepower of any army or strike force. A Tank group including several Mammoth Tanks faces much less of a threat from enemy Helicopters and Jets.

Mammoth Tanks' immense cost and low speed ensure that they'll never replace Heavy Tanks; however, when you've got a lot of spare credits on your hands, the Mammoth Tank is often a sound investment.

Mammoth Tanks slowly regenerate to half their original health when damaged beyond this point.

TESLA TANK

Cost: 1500 ***Armor: Light***
Range: Long ***Prerequisites: Tesla Coil***
Effective Against: All land and sea units

Tesla Tanks are extremely potent against all land and sea targets and possess great range. You'll be tempted to abandon Heavy Tanks and build massive armies of Tesla Tanks instead.

Unless you have lots of credits, however, this is inadvisable. A truly massive contingent of Tesla Tanks can usually fry enemy units before they get a chance to return fire, but anything less than that is vulnerable. Tesla Tanks are much more fragile than Heavy Tanks and thus have minimal staying power on the battlefield.

Ideally, you would use Tesla Tanks to augment your base defense and as support units in armies that contain Heavy Tanks. Allow the stronger Heavy Tanks to take the brunt of enemy attacks while the Tesla Tanks dish out potent long-range fire support.

M.A.D. TANK

Cost: 2300 ***Armor: Heavy***
Range: Vast ***Prerequisites: Technology Center***
Effective Against: All units

The M.A.D. Tank explodes when activated, destroying everything within a truly vast radius. If you position the Tank in the right spot, you can damage any number of vehicles and structures.

As with nukes, however, you need to follow up a M.A.D. Tank with a strong land attack for maximum benefits. The M.A.D. Tank will damage, but not destroy, most enemy units and structures and, unless you move in soon after to finish them off, they'll undoubtedly be repaired.

Also, remember that the M.A.D. Tank is a huge investment and that it is useless if the enemy manages to destroy it before detonation.

V2 ROCKET LAUNCHER

Cost: 700 ***Armor: Light***
Range: Long ***Prerequisites: War Factory, Radar Dome***
Effective Against: Land and sea units

V2 Rocket Launchers have the best range of any land-based unit. Their rockets also deal immense damage. Slow reload times, poor speed, and a lack of armor counterbalance these great assets, however.

You're best uses for V2 Rocket Launchers are as support units and for picking off sea units you might otherwise have problems with. As members of a large Tank army, they add extra punch against enemy vehicles and, more importantly, they can take out Turrets and Pillboxes from beyond those structures' effective range, thus demolishing base defenses without sustaining losses.

You can place V2 Rocket Launchers where Destroyers can't shoot them, but they can shoot at the Destroyers. This can be tricky because their weapon ranges are similar, but it's definitely possible.

AP MINELAYER

Cost: 800 ***Armor: Medium***
Range: — ***Prerequisites: War Factory, Service Depot***
Effective Against: Infantry

Although the AP Minelayer's mines detonate when vehicles drive over them, their real specialty is demolishing infantry. This makes AP Minelayers less useful for mining ore fields than their Allied counterparts, but it does make them good for protecting valuable structures in your base from Engineers, Spies, and Thieves.

SUBMARINE

Cost: 950 ***Armor: Medium***
Range: Long ***Prerequisites: Sub Pen***
Effective Against: Naval units

Submarines can't damage land or air units. They only destroy ships, but they do that one task very well. If your enemy doesn't have a navy, then you almost don't need Submarines. Subs are useful only for countering enemy naval power and for charting unexplored waters.

Submarines are slow. However, they're invisible to your opponent until they surface or get too close, and their devastating long-range torpedoes can sink any ship quickly—including massive Cruisers, which possess no true defense against Submarines. Nothing compares with the fun of sinking a 2,000-credit Cruiser with your 950-credit Submarine.

MISSILE SUB

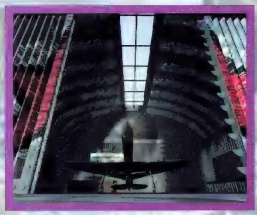
Cost: 1650 ***Armor: Light***
Range: Extreme ***Prerequisites: Sub Pen, Technology Center***
Effective Against: All land targets

Missile Subs are like Cruisers in that they're slow and vulnerable to sea units, but possess great range and can destroy land targets in no time flat. Build a few to harass enemy bases, and defend them with standard Submarines if the enemy starts to counterattack with naval units.

Make no mistake: The Missile Sub is a deadly, powerful tool in the Soviet arsenal. A single Missile Sub can level an entire enemy base in a short period of time it left unchecked.

YAK

Cost: 800 ***Armor: Light***
Range: Short ***Prerequisites: Airfield***
Effective Against: Infantry, structures



The Yak does very good damage to infantry, but it's less effective against structures, and still less effective against moving armored units.

Yaks are substantially cheaper than MiGs, but their weak machine-gun attacks force you to assemble huge masses of them for use in anything but infantry killing. Because infantry aren't your main concern in most game situations, you'll tend to mothball the Yaks.

MIG

Cost: 1,200 ***Armor: Light***
Range: Medium ***Prerequisites: Airfield***
Effective Against: Armor, structures

MiGs are extremely fast and carry heat-seeking missiles that damage just about anything on land or at sea. Their missiles are much more effective against armor and structures than the Yak's guns, and their great speed allows them to get in and out of a combat area without sustaining much damage.

MiGs are better then Hinds at blowing things up quickly, by virtue of their speed and powerful attacks. Hinds are somewhat better at harassing enemy armor units, such as Ore Trucks, because their ability to hover in the area and fire repeatedly lets them deal good damage over a longer period of time.

MiGs are also much more fragile than Hinds, making them vulnerable to antiaircraft weaponry of all kinds.

HIND

Cost: 1,200 ***Armor: Heavy***
Range: Short ***Prerequisites: Helipad***
Effective Against: Armor, structures, infantry

Hinds have lots of ammunition, so you can use them to kill multiple targets in a single run. Their lack of speed and slower damage-dealing rate as compared to MiGs' might make them unattractive, but they're much more durable than MiGs and, hence, last longer in areas with strong antiaircraft defenses.

Experiment with both MiGs and Hinds, and you'll develop a good sense of when to use each unit.

TRANSPORT HELICOPTER

Cost: 1,200 ***Armor: Medium***
Range: — ***Prerequisites: Helipad***
Effective Against: —

The Transport Helicopter shows up only in multiplayer games. It's the Soviets' answer to the APC, and it allows rapid deployment of infantry in remote areas.

Unfortunately, the Soviets don't have nearly as many "sneaky" units as the Allies, so the Transport Helicopter can't help with tactics such as Thief raids and Spy placement.

However, Engineers are available to the Soviets, and they can attack unexpectedly when loaded into a Transport Helicopter.

SPECIAL UNITS

Now let's take a look at a few units unique to *Retaliation*'s single-player missions.

Many of these units can't be purchased or constructed, so we haven't included their statistics here. See the appendix for precise statistics on these new units.

ANTS

There's a secret campaign that pits you against hordes of Giant Ants. There are three basic types: a black Warrior Ant with lots of armor and a mandible attack, a Fire Ant that's less durable but spews flames like a Flame Tower, and an enhanced Fire Ant that shoots remarkably long streams of flame, hosing everything in its path.

There are also some special Ant types. The "Queen Ant is immobile but very durable, and possesses a Tesla Coil attack. And Ant Larvae are generally harmless, but you should destroy them nonetheless.

All Ants are vulnerable both to armor and infantry, but Tanks are by far the best way to handle them. Spread out your infantry when attacking Ants, the better to avoid heavy losses from flame attacks.

SUPERMEN: STAVROS, SOLDIER VOLKOV, AND CHITZKOI

Certain missions feature unique units with unique capabilities. Stavros, the Allied commander, is much like Tanya. He's slower than Tanya and has less weapon range, but in other respects is quite similar.

Volkov and Chitzkoi are a bionically enhanced Soldier and Attack Dog, respectively. Chitzkoi can't attack units or structures (hey, he's just a dog) but is incredibly durable and can kill infantry with remarkable speed. Volkov is like Tanya but is better and even more durable than Chitzkoi. Volkov can quickly demolish anything on land, including heavily armored vehicles.

NUCLEAR MIG

A particularly difficult Soviet mission pits you against a "Super MiG" that delivers a deadly nuclear payload and is ridiculously durable. The best defense is to build enough AA Guns to ward it off, and later destroy its Airfield so it can no longer reload.

PARADOX EQUATION UNITS

One mission, "Paradox Equation," features a number of units with enhanced capabilities. Most prominent are Heavy Tanks with Tesla capabilities, and Mammoth Tanks with flamers instead of the usual Tank ordnance. Refer to the appendix for full details on these units and their enhanced abilities.

CHAPTER 3: GENERAL STRATEGIES

This chapter contains a number of strategies, tactics, and tips for beating your opponent in *Retaliation*. Some strategies are useful only for single-player missions; others are vital in multiplayer mode. Some apply universally.

Topics this chapter covers include base building, base assaults, attack formations, special combat tactics, naval and aerial warfare, and more. The strategies described in subsequent chapters assume you've read this information.

BASE BUILDING

The first order of business in many missions is base building. Armed only with an MCV and a small defense force, you must stake out a piece of the map and defend it with all your might. Here are some general observations on where to place your base, what to build there, and how to defend it.

LOCATING A BASE

The ideal base is walled in on several sides by cliffs or ridges to limit access by enemy troops. A nearby body of water can also be useful, but remember not to think of water as a barrier. Ships are quite capable of shelling your base from afar, and if there's a beach, Transport landings are possible (fig 3-1).

Fig. 3-1. Locate your base near rich ore fields and cliffs if possible.

If there's a beach near your base, you can fortify or mine it to discourage enemy Transport landings. You can even freeze computer-controlled Transports entirely by laying enough mines.

Easy access to ore fields is pivotal. A long or complicated trek to the ore fields can be lethal, especially in the game's early stages, when you don't have enough Tanks to guard the ore fields and your base at the same time. Your Ore Trucks are prone to foolishness, and often will get lost or wander into enemy territory if the closest ore fields aren't readily available. Most scenarios don't give you the luxury of unlimited time to place your base, but at the very least you should make sure there's some ore nearby before deploying your MCV.

TIP In multiplayer games on large maps, it sometimes pays to build an MCV, send it off to an untouched ore field, and set up a second Ore Refinery there. Of course, you must be reasonably sure you can collect a lot of ore, because the cost of the MCV and Refinery is substantial. Sometimes you can establish these bases by stealth, and sometimes you'll need a strong Tank escort.

BASE REQUIREMENTS

When you're building a base, it pays to put some thought into how thoroughly you'll develop it. On small multiplayer maps and during certain campaign missions, you lack either the space or the funds to build a massive, well-defended base. Speed, rather than heavy fortification, usually wins small maps, while ore-poor maps don't give you the opportunity to spend lots of credits on base defenses.

A bare-bones base has a Construction Yard, one or two Ore Refineries, a Barracks, a Radar Dome, and one or two War Factories, plus sufficient Power Plants and Silos (fig. 3-2). A few AA Guns or SAM Sites are appropriate if the enemy has a strong air force, but bare-bones bases typically use Rocket Soldiers or other cheap air defenses. Pillboxes and other land defenses are appropriate only if you're facing strong base attacks; otherwise, just use Tanks.

Fig. 3-2. This base has just a few essentials.

Larger bases have all these things, plus extras like a Service Depot, Airfields or Helipads, Naval Yards or Sub Pens, and multiple War Factories and Ore Refineries. Multiples help increase the production of credits and vehicles.

How many structures should you build? In most missions, two Ore Refineries and five Ore Trucks will do. Those extra Ore Trucks not only keep the credits flowing in, but also snatch up ore before the enemy can mine it. Thus, you'll often have an incentive to build extra Ore Trucks and Refineries, even after you have enough of them to provide an adequate income. This is true in both single-player and multiplayer games.

Usually, you should double up on War Factories; a single War Factory is quite slow to produce vehicles. Only on maps with very low ore supplies should you avoid building extra War Factories.

Airfields and Helipads are best when you have at least six of them; build Naval Yards and Sub Pens in pairs when you face missions or maps with a lot of water.

Building Order

Typically, the first thing to build is a Power Plant, followed by an Ore Refinery and a War Factory. Alternatively, if there's danger of an immediate attack and you have the credits to spare, build a War Factory or a Barracks first for quick defense. Of course, you still have to build an Ore Refinery before you've dropped below 2,000 credits, or you'll have serious cash-flow problems.

From that point on, build Power Plants on an as-needed basis. Build extras if air raids threaten your power supply or if you're in a multiplayer game, where Power Plants are a favorite target.

Ore Silos are cheap and easy to build; build one or two early in the game, mainly to avoid the nuisance of a "Silos Needed" audio warning in the middle of combat.

You often can afford to build two War Factories before you bother building a Barracks. Armored units tend to rule the battlefield.

Often, you should build three extra Ore Trucks to go along with your initial Ore Refinery, then decide whether that's enough. If more Trucks are necessary, build an extra Refinery as soon as possible.

Next build a Radar Dome, and, if you have the credits, a Service Depot. Add base defenses such as Pillboxes and AA Guns as soon as it's clear there's a need for them, and likewise Naval Yards, Helipads, and Airfields.

Structure Placement

Ore Refineries typically function best at the edge of your base, close to an ore field. If you place them too close to the center of your base, the Ore Trucks can cause traffic jams.

Tuck Silos away in a corner or against a ridge. If you face an Allied opponent, you might even want to wall them off, or at least surround them with other structures. Otherwise, Thief raids might become a problem.

War Factories typically are built in multiples, so you need worry only about the placement of one; designate the most convenient War Factory as the primary structure, and all new vehicles will emerge from it.

Construct Service Depots near the front lines, so your units can reach them quickly. This sometimes exposes the Depots to enemy fire, but both computer and human players prefer to go after more vital targets than the Service Depot, even when it's very poorly guarded.

Locate Construction Yards near the center of your base. If you're worried about attacks on a Construction Yard, surround it with Concrete Walls.

Tuck Radar Domes into the center of your base. If you face Allied opponents, your Dome is at risk from enemy Spies, who can reveal the location of all your units by infiltrating it.

Establishing Base Defenses

Bases typically employ two types of defense—emplaced (stationary) and mobile. Emplaced defenses break down into two further categories—active and passive. A good mix of all defense types will make your base formidable, indeed. We'll look first at passive defenses, then active defenses, and, finally, mobile defenses.

Walls

Concrete Walls, Sandbags, and Barbed-Wire Barriers are passive defenses. They're "passive" because they

don't actively discourage defenders by shooting at them, exploding in their faces, or engaging in other antisocial activities. They simply get in the way.

If you wall in your base completely, you'll do yourself more harm than good. How will your Ore Trucks get out? How will you respond to that Artillery piece shelling your base? Instead, use passive defenses to funnel attackers into your active defenses (a strategy that we'll examine in the next section).

You can also use Concrete Walls to surround individual structures. Favorites include Ore Silos (for protection from Thieves) and Tesla Coils. The Coils are fragile, but their lightning actually jumps over Walls, so you can wall them in completely for an extra degree of protection, with no loss of Coil power (fig 3-3).

Fig. 3-3. This Tesla Coil has been walled in for greater protection.

TIP In most single-player missions, Walls are unnecessary. Active defenses alone can usually save the day.

CLUSTER DEFENSES

Turrets, Pillboxes, Flame Towers, Tesla Coils, AA Guns, and SAMs—all are emplaced, active defenses. Typically, they're at their best when they don't have to work alone; cluster them for maximum benefit.

Clustered defenses at key points can be a formidable deterrent; combined with Walls that funnel enemies toward the cluster, they often present an insurmountable challenge for your enemies. Of course, if you place them poorly, or if your base is open to attack from all angles, your opponents are likely to attack from a different direction and gut your base without even dealing with the defenses.

Cluster your defenses into basic patterns (fig. 3-4). One favorite is a line of several adjacent Turrets near the entrance of your base, with a Camouflaged Pillbox or two slightly ahead of the line. This cluster absolutely demolishes enemy Tanks and shreds infantry that venture too close.

Fig. 3-4. This cluster of defenses is ragged but serviceable.

On the Soviet side, a favorite tactic is to place three Tesla Coils in a triangular formation, with just a few squares between each Coil. Then surround each Coil with Concrete Walls. Note that all three Coils are somewhat removed from the entrance to the base: Flame Towers have the honor of guarding the door. This formation, assembled properly, can destroy just about any land attack. The Flame Towers roast infantry so they don't waste the Tesla Coils' time, and the Coils handle any Tanks that get past the Towers. The Coils are somewhat apart from one another so they can cover a wide area, but they're close enough that they can help each other out in the case of an all-out assault on one of the Coils.

Cluster air defenses such as AA Guns and SAMs, too. Groups of two or three adjacent AA Guns or SAM Sites are a menace to aircraft of all descriptions. Once you know where enemy aircraft usually come from, place your air defenses where they can shoot down the craft before they reach the vital areas of your base. Placing the AA Guns or SAMs right next to vital targets also works, but you run the risk of losing structures to bombs or missiles before you can shoot down the aircraft.

TIP You can skimp on air defenses against the computer, which tends to attack the same area over and over. Adding lots of air defense to that particular area (perhaps two AA Guns or three SAM Sites) usually solves your problems.

MINES

Mines are another active, emplaced defense. Many players mine ore fields, as well as the most common approaches to their bases. You can also lay mines at the gates of your base, or even within the base itself. AP Mines, in particular, are good for protecting your structures from Thieves, Spies, Engineers, and other shady characters.

Mines require lots of effort. You must send Minelayers here and there, meticulously placing each mine, and you must replace the mines once they've blown up. That's a lot of micromanaging, and you usually can't afford to do it if there's a lot going on at once.

However, at times when you aren't very busy, laying mines is a good way to augment your base defenses and lay traps for the bad guys (fig 3-5).

Fig. 3-5. The Minelayer at left is mining the bridge.

A large minefield can absolutely demolish an enemy Tank invasion, stopping it dead. It can also reduce an expensive Ore Truck to scrap. From a defensive standpoint, mines are very useful; from an economic standpoint, they're unparalleled. They give you an opportunity to destroy multiple vehicles and personnel—essentially for free—without risking expensive units of your own.

ROVING DEFENSE SQUADS

Emplaced defenses are invaluable. They lack mobility, but they're cheaper than mobile units with comparable firepower. Because you know the enemy is likely to mount an attack on your base at some point, you can build lots of cheap emplaced defenses, and when the enemy does attack, you're in a position to destroy expensive armor and infantry with your cheap emplaced defenses.

However, emplaced defenses can't exist by themselves, no matter how strong they are. You must always complement them with an active force of defenders, usually a moderately sized Tank group (typically a group of between 4 and 10 Tanks) and a number of support infantry.

This defense squad performs two vital functions. First, it moves to counter enemy attacks, assisting emplaced defenses so superior forces don't overwhelm them. Even a cluster of four Turrets can be overwhelmed by a group of, say, 12 Heavy Tanks. Unless you send in your own Tanks to counter that attack, they'll destroy all your Turrets (fig. 3-6).

Fig. 3-6. Your roving defenses might have to leave the base occasionally and defend your Ore Trucks.

Also, the defense squad can attack foes that your emplaced defenses simply can't reach. Without this defense squad, a V2 Rocket Launcher could sit outside your Turrets' maximum range and demolish them one by one. The defense squad must take out that V2 before it does too much damage. Similarly, a Destroyer might coast up to the shoreline and start pelting your base. Your defense force can drive up to the shore and return fire, but your emplaced defenses usually are incapable of returning fire.

BUILDING A LAND-BASED ARMY

Land-based armies are the key to success in most *Retaliation* missions. Aircraft and naval units are powerful in their own way, but land armies ultimately tend to make the difference between success and failure.

Land armies need lots of Tanks. You can create highly effective attack groups made up of nothing but Tanks, but in most cases, extra units are extremely helpful. Although different situations usually call for different units, here's the ratio of Tanks to other units in a typical attack group:

60% Tanks

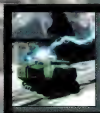
30% support infantry

10% support vehicles

Using this ratio as a guideline, you could form an attack group made up of 12 Medium Tanks, 6 infantry (say, one Mechanic, two Rifle Infantry, and three Rocket Soldiers), and two support vehicles (an Artillery piece and an APC to help transport the infantry and attack enemy infantry).

This army would be versatile and well defended. Its Tanks provide punch against vehicles and structures, the Rifle Infantry and APC mow down enemy infantry with ease, and the Artillery can demolish base defenses from afar. Rocket Soldiers provide some defense against aircraft.

This is by no means a perfect army for all situations, but it illustrates a few principles that serve well: Build your armies with lots of Tanks, a few infantry for fire support, and just a few support vehicles. If you add more infantry than Tanks, they'll only get squashed. And if you add too many Artillery (or other supporting units) in place of Tanks, you'll have an army that enemy armor units or emplaced defenses can quickly shred.



TIP In *Retaliation*, one axiom always holds true: When in doubt, build more Tanks (fig 3-7).

ORGANIZING YOUR ARMY

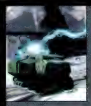
Fig. 3-7. You can never have enough Tanks!

What's the best way to organize the army described above? Always place Tanks in the lead, either in a line, with infantry marching behind, or in a mass, with infantry scattered between. Either way, the idea is to prevent easy squashing of the infantry. You must take extra care with Flame Infantry, though, because they can easily damage your own Tanks.

Place support units (such as Artillery) and Rocket Soldiers well back from the Tanks. Artillery is best for destroying structures, and the Rocket Soldiers' main function is to provide air defense, although they also can help attack structures and emplaced defenses. Neither unit will help immensely in land combat, and you should therefore protect them.

ASSAULT TACTICS

Just assembling a tough strike force isn't enough; you still must figure out what to do when you run into formidable opposition. This section provides tips for destroying enemy bases and Ore Trucks.



TIP THE GOLDEN RULE OF COMBAT

Whether in single-player or multiplayer games, the best way for you to take on enemy armies is to concentrate your entire army's shots on one unit at a time. This quickly reduces the number of guns firing at your army, and allows you to crush opponents more quickly than you would by letting your units fire at several different targets.

In typical land combat situations, you should take out V2 Rocket Launchers and Artillery first, Tanks next, and heavy targets such as Mammoth Tanks last. The most fragile targets should always be your first.

CHIPPING AWAY AT DEFENSES VS. CHARGING IN

When you attack an enemy base with a single army or strike force, there are generally two ways to go about it. One is to park your army nearby and use Artillery, Destroyers, and V2 Rocket Launchers (or a similar long-range unit) to chip away at emplaced defenses. As you do this, a smart opponent usually will send out a force of Tanks to attack your Artillery or Rocket Launchers, but often you can counter this force with your own Tanks. Just be sure not to put your Tanks in range of the enemy's emplaced defenses.

The other standard assault technique involves charging your whole force into the enemy base—or at least partway into it—and attacking enemy units and structures only after you get there.

Both tactics can be useful against both human and computer opponents. Chipping away at defenses works best when the enemy base has lots of emplaced defenses but not many armor units. In this case, you can pummel the base defenses without much fear of

retaliation. Also, this technique can be good when your army just isn't big enough to charge in successfully. If the bad guys come out of their base to attack you, you can always try to flee, especially if you're playing the Allied side, with the Allies' smaller and faster Tanks.

Charging in, however, is better in situations in which the enemy's emplaced defenses are light, or when you've mustered sufficient forces to deliver a knockout blow. In these cases, it's silly to sit outside the gates and chip away at defenses; that just gives your opponent time to build new armor and infantry units inside the base or send a distant army home for base defense. By charging in, you can quickly eliminate all major threats, then take out key structures, like the War Factory (to prevent further armor production) and the Construction Yard (to prevent further construction).

Finally, there are times when your army is too small to conquer an enemy base; by charging in, however, you can take down a particular structure before the enemy has time to respond. This works best with fast units, such as Light Tanks. You're almost guaranteed to lose all your units in the attack, but sometimes it's worth the loss. Demolishing your enemy's only Construction Yard, for example, is often worth these suicidal tactics.

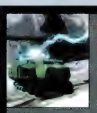
You must decide which tactic is best for your situation. It isn't always clear, but experience will teach you when to attack conservatively and when to engage in full-scale assaults.

Multiple-Wave Invasions

In most single-player games, you'll do best to attack enemy bases in one huge group. Dividing your forces weakens them and exposes them to more damage from emplaced defenses. Leave them in a single group, so they can quickly swarm and destroy emplaced defenses.

However, multiplayer games introduce a couple of elements that aren't present in single-player games—namely, deception and surprise. In multiplayer games, you'll often find value in tricking your opponent.

One simple way to trick your opponent is to attack the enemy base from one direction with a small Tank force that can't hope to win. Allow the force to take a few losses, then drive them away in the hope that the enemy will pursue. Especially if you're dealing with inexperienced players, you can lure the base's defenders away with this small force and then bring your main force in from another direction.



TIP Experiment with other types of multiple-wave invasions: The possibilities are numerous. For example, a common tactic is to follow up an air strike with a quick assault that finishes off the structure the air strike targeted.

Ore Truck Assaults

When dealing with enemy Ore Trucks, it's best that you mine them into oblivion, blast them with air strikes, or overwhelm them with a Tank force parked in the ore fields.

In most single-player missions, the last technique is the best. Amass a large Tank army to occupy an ore field and let it blast away at enemy Ore Trucks that enter the vicinity. Keep adding to it, and you'll eventually deny the enemy their ore.

Fig. 3-8. These Tanks are just waiting for an unlucky Ore Truck to appear.

Specialized Defense Tactics

This section is a grab bag of defensive tactics. Some work best in single-player mode, and some only in multiplayer mode. These techniques represent some of the simplest—and most effective—defensive tactics you can engage in.

Base Retreats

Your computer opponent sometimes doesn't know when to quit. Once it's engaged in battle, it usually continues to the bitter end. You, on the other hand, should retreat whenever it is to your advantage.

Never hesitate to fire a few shots on the enemy and then fall back into your base. Computer-controlled forces inevitably will follow, and you can make short work of them with the aid of your base's emplaced defenses.

ROADBLOCKING

It's important to locate the map's choke points, such as bridges and narrow passes. It's often useful to guard these passes with a Tank army, thereby protecting your ore fields from enemy incursion. Optionally, you can mine them into oblivion.

Blocking specific areas of the map is most valuable in single-player games, where the computer opponent tends to keep approaching your base from a single direction, and usually fails either to sneak around your forces or to mount an attack sufficient to displace them (fig. 3-9). Human opponents usually are much more effective at dealing with stationary armies, so you have more incentive to keep your army on the move.

Fig. 3-9. These Tanks are denying an enemy access to a key section of the map.

PREVENTIVE MINING

Defensive mining can be a powerful tool if you've got the time and patience for it. You can mine the heck out of the main approaches to your base, as well as your own ore fields and those of your opponent. Your mines will cut enemy forces down to a reasonable size, allowing a relatively modest defense force to finish off attackers with ease.

Ore Trucks are extremely vulnerable to mines for two reasons: Mines are hard to detect in ore fields, and Ore Trucks typically move of their own volition. Player-controlled vehicles, on the other hand, typically are very conscious of mines.

DISTRACTION TECHNIQUES

In multiplayer games, it's easy to be forced into a defensive posture. In these cases, you'll find yourself reacting to enemy attacks but not initiating your own. This is a losing situation, because it's usually easier to go on the offensive than it is to counter your opponents' moves. In defending your base you simply hold your ground, while your opponent has much more to gain from his attacks—namely, victory.

If you find yourself in this situation, it's often best to take a chance and mount an attack on the enemy base. It can be a small diversionary attack or a full-scale attack: What matters is that you do something your opponent must react to.

TIP Remember that in multiplayer games your opponents can monitor only one place at a time. If you send units to attack an enemy base, your opponent is likely to respond to that, and will manage his other troops less effectively during that time. That's why a poorly executed offensive can be better than a strong defensive stand: more than simply destroying enemy units, it forces your opponent to react, occupies his time, and forces him to focus on parts of the battlefield he doesn't necessarily want to focus on.

AIRCRAFT AND NAVAL ARMIES

Aircraft are very dissimilar to land units. Their speed and power makes them a legitimate threat in both single-player and multiplayer games, but their power is ephemeral—strike and retreat, strike and retreat. They can't replace a land army, but they can make a land army's job much easier, and wreak havoc on various aspects of your opponent's mining and combat operations.

Naval units will never replace your bread-and-butter land units and cannot duplicate the speed of aircraft. In many key respects, naval units fall somewhere between air and land forces. Air strikes are brief and concentrated, and can't demolish a base quickly or destroy multiple targets at once. They can't truly assume control of an area. Conversely, land units are less mobile, but have no trouble with any of these tasks. Naval units are capable of destroying multiple targets and effectively taking control of an area, but their sphere of influence is limited to areas adjoining the water. Depending on the map, this can be a huge limitation or a triviality.

BUILDING AIRFIELDS AND HELIPADS

Always build enough Helipads to accommodate most or all of your Helicopters. Without the Helipads, you'll spend far too much time moving Helicopters from one place to another for reloading. It's usually beneficial to lump all your Helipads and Airfields into one area, so you can select all the aircraft at once (fig. 3-10).

Airfields and Helipads are very space intensive, and there's really no good way to protect them, except by using a strong mobile defense force.

It's easy to forget that Helipads and Airfields require power. Build extra Power Plants before undertaking massive Airfield or Helipad construction to prevent deadly power outages and consequent shutdown of antiaircraft weapons or Tesla Coils.

Fig. 3-10. Lump your Helipads or Airfields together to facilitate unit selection.

BUILDING NAVAL YARDS AND SUB PENS

If you build only one Naval Yard or Sub Pen and the enemy already has naval units in the area, you can find yourself in the uncomfortable position of seeing your Naval Yard or Sub Pen destroyed—repeatedly—before you can produce any units to defend it. The only solution is to keep repairing the Yard or Pen, keep trying to produce naval units, and try to build another Yard or Pen while the first is under attack (fig. 3-11). Land units can sometimes help defend the structure, but not if the attackers sit at extreme range.

Fig. 3-11. Build two Naval Yards if you're serious about producing ships.

The key is to start your naval presence early. If you get off to a late start, your enemies will rule the seas, and there's very little you can do about it. Computer opponents are rarely so aggressive that this happens, but human players are quite capable of completely shutting down your naval operation.

AIR STRIKE GROUPS

Aircraft, no matter what type they are, are best in large groups. Individual aircraft can't deliver enough punch to destroy most targets, and by the time they've reloaded at your base, the target likely has moved, been repaired, or been protected somehow from further air strikes (fig. 3-12).

For truly effective air strikes, you need at least six aircraft. Six to eight MiGs, Apaches, or Hinds can destroy most targets outright.

Although some aircraft are better than others at specific tasks, there is one simple rule of thumb: Large, expensive units and structures are their best targets. Your aircraft are too expensive and fragile to use for simple infantry-killing missions. Likewise, you're just wasting time by attacking small units like Rangers or APCs with your aircraft. Vital structures and large units are a much better choice: The best units to pick on are Cruisers, Ore Trucks, and Heavy Tanks.

Fig. 3-12. This large strike group can efficiently take down Ore Trucks.

SEA STRIKE GROUPS

The key to ruling the seas is to build large packs of Submarines or Destroyers so you can shred enemy naval units in mere seconds. Then attack land or air targets once naval superiority has been established.

Allies tend to fare badly in naval combat that they don't control directly, because Subs have better range than the Allied units. Allied ships do much better against Subs when their controlling player sails them very close to the Subs; at close range, Subs can block each other's line of fire, and the Allies' inaccurate depth charges strike home more frequently.

Submarines are the best antiship units. They can attack Destroyers and Gunboats beyond Allied units' range, and their torpedoes are extremely powerful. Cruisers are especially vulnerable to Submarines' depredations.

You should usually build a number of "protector" units, such as Submarines or Destroyers, *before* building heavy hitters such as Cruisers or Missile Subs. The heavy hitters are extremely vulnerable to certain sorts of attack and need the protectors' help (fig. 3-13).

Fig. 3-13. Send your Submarines to attack in packs.

Single-Player Procedures

Here are some tips for beating typical campaign missions. These strategies won't apply to every scenario, but they paint an accurate (if general) picture of what you can expect.

Standard Operating Procedure: Base-Building Missions

The typical single-player mission involves building up your base and eventually attacking the enemy base. Here's a rough overview of how to handle a typical base-building mission. With some modifications, this plan will help you beat a variety of single-player missions.

You start most of these missions with a small defense force and an MCV. Locate the nearest ore field and place your MCV close to it. Build an Ore Refinery or two, with four to six Ore Trucks. Two War Factories are also helpful, as are all the standard base structures (Radar Dome, Power Plants, Service Depot, and so forth).

Computer-controlled air attacks typically concentrate in one area. Build antiaircraft structures in that area, and you can severely limit enemy air strikes. Land attacks usually come from two or three directions, but a few clustered Turrets and Pillboxes, or a couple of Tesla Coils, should help deal with the threat. Note that these land defenses are unnecessary or even undesirable in some missions but typically are useful in true base-building missions, where the objective is simply to annihilate the enemy base while defending your own.

As a rule of thumb, you should produce Ore Trucks before building other vehicles, unless you're threatened early in the game. In this case, you should build a mix of Tanks and Ore Trucks. Once you have enough Trucks, you can devote your attention to churning out Tanks. Don't worry about building too many Tanks: you can never have too many.

Keep your Tanks close to home (fig. 3-14), occasionally sending them out as a group to handle enemy units that harass your Ore Trucks. Eventually, the Tank group will grow quite large—10 to 12 Tanks, plus a few miscellaneous infantry. Depending on the terrain, you might want to send them out to guard an ore field at this point. Many maps give you a small, convenient ore field to start with, but force you to compete for the map's larger fields. By blocking key passes or simply sitting in the middle of these fields, a large Tank army can protect friendly Ore Trucks and destroy enemy Ore Trucks, thus cutting down enemy ore supplies.

Fig. 3-14. Keep those Tanks close to home in the game's early stages.

Continue building new Tanks. Send some of these to join your main army, and leave the remainder at your base for defense. The computer doesn't usually mount massive assaults that a few Pillboxes and Tanks can't handle. Enemy air activity will likely shift at this point, with planes and Helicopters harassing your Ore Trucks or Tank army instead of your base. If this occurs, send a few Rocket Soldiers or Mammoth Tanks to join the army.

Keep adding to your Tank army. Send damaged units back to the base for repairs, and send healthy units out to replace them. Eventually, your army will reach a point where it can overwhelm the enemy base. Move in for the kill.

TIP There are many variations on this strategy, the most common involving aerial or naval attacks.

STANDARD OPERATING PROCEDURE: INFILTRATION MISSIONS

Several campaign missions require you to infiltrate a specific building, extract someone from an enemy base, or otherwise perform sneaky operations with Spies, Engineers, or limited forces. Your approach to these missions will depend on the circumstances.

In missions in which you have very limited resources, your mission is clear: You must proceed with what little you've got, using stealth rather than force. A major key to these missions is conservation of units and resources, and keeping a sharp lookout for reinforcements.

Simple observation easily teaches you how to proceed with your mission. If you've got the resources to build up an army, you should usually do so instead of undertaking the "stealth" portion of the mission right away. If army production isn't feasible, you'll usually have to go ahead with what you've got.

TIP The key to figuring out a mission with unusual goals is to examine it from a resource standpoint. Look at your resources, your enemy's resources, and the time available to you. Try to figure out the best solution for your problem—stealthy raids, clever tactics, full-scale attacks, or a combination of the three. If you try one approach and it seems impossible, chances are it is. Try another approach. The more you try, the more you'll learn about the terrain and your opponent.

STANDARD OPERATING PROCEDURE: INDOOR MISSIONS

The typical indoor mission requires you to move limited numbers of troops through a dangerous indoor setting, conserving every last Rifle Infantryman, Spy, and Engineer until you've accomplished your goals. Reinforcements are infrequent, and sometimes a timer adds extra difficulty. You must take care not to lose your starting units; on the other hand, you shouldn't be too slow, or you may run out of time.

The rules of indoor missions are simple. Move your combat units in groups and in very small steps. This allows them to return fire quickly instead of wandering to and fro as they're being shot or bitten by Attack Dogs. Scout the terrain thoroughly, and keep a sharp lookout for bonus items, extra troops, or computer consoles that can deactivate your biggest obstacles. Often you can destroy or deactivate obstacles, such as Flame Towers that rain instant death on your men. It's just a question of exploring.

MULTIPLAYER TIPS

Here are some tips that will help you out in multiplayer games and skirmishes. The advice in this chapter does not (for the most part) deal with late-game strategies, for two reasons: First, your options are much more varied in the game's later stages, so you can feel free to pursue any strategy you'd like. But, second, your biggest challenge is just getting to the game's later stages! Your main problem will be surviving that first 15 minutes.

EARLY GAME TIPS AND TACTICS

Keep the following tips in mind when you start out in a multiplayer game.

ORE TRUCKS FIRST

Most players agree that the first thing out of your War Factory should be an Ore Truck, followed by Tanks. Without that extra Ore Truck, finances tend to be an early choke point. With it, you can build enough Tanks for solid early defense, then build more Trucks.

NO EXTRANEOUS BUILDINGS

Don't build stuff like Radar Domes or Technology Centers until you have multiple War Factories, lots of Power Plants, at least two Ore Refineries, and a sizable defense force. Building extraneous structures in the very early stages of the game sets you up to be killed by players who poured all their resources into Tanks instead.

SINGLE-UNIT SCOUTING

Use single units, such as Light Tanks or Rifle Infantry, to scout the map. Give them orders to go a long way,

then occasionally check back in on them. You don't have time to watch them constantly: you have a base to build!

CRATE RUNNING

On maps with crates, you should have at least one fast unit (Light Tank for Allies, Heavy Tank or infantry for Soviets) scout the map and collect crates (fig 3-15). Always be aware of whether crates are activated on the map you're playing: if they exist, you can't afford not to look for them.

Fig. 3-15. This lone unit is helping to scout the terrain.

POWER IS KEY!

In the game's early stages, damaging the power supply is a devastating way to slow enemy production. Without sufficient power, the bad guys have a hard time building new units and structures.

From your perspective, a loss of power in the game's early stages can be curtains, especially if you face a fast-working Tank-crazed opponent. Defend your Power Plants well, tucking them as far back into your base as possible. Build extras, too, so that losing one Plant doesn't break your back (fig. 3-16).

Fig. 3-16. Don't skimp on Power Plants in multiplayer games!

On the offensive end, you might want to send a single V2 Rocket Launcher on an early-game suicide run, destroying enemy Power Plants with its potent missiles. If it succeeds, you should then build up a small Tank force and try for a quick kill shortly thereafter. There's a good chance your opponent didn't recover from the power loss in time to build an adequate defense force.

MID- TO LATE-GAME TACTICS

Once you've managed to amass a good number of War Factories, Power Plants, and Ore Refineries and you've amassed a sufficient force of Tanks to harass your opponents, it's time to build in other ways. You must make some major decisions at this point: Do you keep building Tanks or keep trying to build an air force? Construct a navy or stick to the shore? Use Spies and Thieves, or just build conventional forces? All these options are viable, and we encourage you to explore them. Here are a few of the most common paths to victory.

Fig. 3-17. Games that go the distance often become exercises in ore denial.

ORE DENIAL

If the game progresses for a while and both sides have time to build up substantial defense forces, the game sometimes becomes an exercise in ore denial (fig. 3-17). The idea here is to cut off the enemy's income, thereby halting his unit production. This is a very effective strategy, and usually involves quick strikes on Ore Trucks or placing armies in key spots to cut off ore fields. Because Ore Trucks must range beyond the walls of your base to collect their valuable cargo, they're significantly more vulnerable than the other link in the money chain, Ore Refineries.

The preferred hit-and-run techniques involve squadrons of MiGs (for the Soviets) and roving bands of Light Tanks (for the Allies). Both methods can be frustrating and difficult to defend against.

Mines are another nasty trick: mine the enemy's ore fields to slowly demolish his Trucks. The Chronosphere is a helpful adjunct to ore-field mining.

MASSIVE AIR RAIDS

Another late-game tactic is the massive air buildup. MiG flights in particular are devastating to the enemy; you can wipe out enemy Power Plants quickly to take air defenses offline and slow production to a halt. Then

launch more raids while air defenses are down. This time, target critical structures, like War Factories or Ore Refineries. If you have enough planes and air defenses aren't great, a well-placed air strike can disable an enemy base in moments (fig. 3-18).

The key, of course, is to maintain sufficient land defenses while you mount your air raid. The best defense against air attacks (aside from AA Guns and SAM Sites) is to send massive ground attacks against the enemy base. If you've been keeping up in production, you should have more ground forces than a player who's been building lots of aircraft. Use this to your advantage!

Fig. 3-18. This already damaged Construction Yard will soon be finished off by a large air strike.

TANYA, THIEF, AND ENGINEER RAIDS

After you establish strong defenses, another valid strategy is to engage in deception: Thieves, Engineers, or Tanyas in an APC or Transport Helicopter can be brutal, especially when launched against a poorly defended base. These tactics work best when combined with a small diversionary attack or launched against a base that's cleaned out of Tanks (because they all left for an attack of their own). Some players like to keep an Engineer-filled Helicopter sitting around their base in case of attack; they send it off to the opponent's base when the enemy attacks, knowing full well that the best time to strike is when the opponent is distracted (fig 3-19).

Fig. 3-19. Sending Engineers on foot is often dangerous. Use APCs or Helicopters to transport them instead.

AND SO ON. . .

Every player develops his or her own strategies over time. The quality of your opponents and their overall style of play to some extent determine the success or failure of these strategies. This guide can't prepare you for every playing style, so our parting advice is that you watch your opponents. Instead of getting frustrated when you're losing, do your best to watch with cool detachment. Note which units and tactics your opponent uses and how quickly different unit types appear on the map. Be sure to scout the map as quickly as possible, because a clear view of the battlefield and enemy base lets you better understand the tactics that laid you low. The best players aren't the ones who use the same strategies again and again. They're the ones who watch and learn.

PART II: ALLIED MISSIONS

CHAPTER 4: ALLIED THEATER—GREECE

The Greek theater of war will provide you with your first taste of combat. While its missions aren't as tough as the ones you'll face as you progress to later theaters, you'll probably find them surprisingly challenging. You'll need to have mastered many of the skills mentioned in Chapter 3 in order to win. Specifically, you'll need to be able to construct a base quickly and manage several tasks simultaneously.

Don't sit back and take it easy in Greece. Do your best to refine your skills, because you'll need them as the campaign progresses.

Fig. 4-1. The Greek theater of war isn't overwhelming, but it will test your skills.

CRACKDOWN

Difficulty: Moderate

Mission Objective: Destroy all convoy trucks before they escape. Destroy Soviet units and structures.

Starting Forces: MCV, AT Minelayer, 2 Spies, 5 Rifle Infantry

TACTICAL OBJECTIVES

In this mission, your job is twofold: destroy all Soviet Convoy Trucks and demolish the nearby Soviet base. The first order of business is definitely the Trucks; the base isn't going anywhere.

This is a difficult mission if you don't have a definite plan of attack. If you stick to the following strategy, however, you should find the mission manageable.

Minelayers are of the utmost importance in this mission. If you decide not to use them, your job will be extremely difficult.

INTELLIGENCE BRIEFING

The battle takes place on a small map. If you were to divide the map into vertical halves, the eastern slice would belong to the Soviets, whose buildings sprawl all along the map's eastern coastline.

To win this mission, you needn't follow the usual base-building rules. Soviet attacks on your base are limited, so you don't have to worry about building tons of Turrets. Aircraft are nonexistent in this mission, so air defenses are unnecessary. Just focus on sealing off roads and defending yourself as you amass a Tank army.

STRATEGY

At the mission's start, your forces appear at Point 1. To the east, a Soviet Heavy Tank and two Convoy Trucks

approach, followed by an array of infantry. One Convoy Truck and the Heavy Tank will automatically run into a minefield and explode. The remaining Convoy Truck turns and drives east, toward the Soviet base at Point 2. You don't have time to catch it, so be content to watch it drive away.

Deploy your MCV near Point 1. Build a Power Plant and Ore Refinery, meanwhile arrange your troops in a defensive fan. Then build a War Factory and produce several Light Tanks (fig. 4-2). As you do this, direct your Ore Truck to collect the gems in the extreme northwest corner of the map.

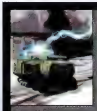
Reinforcements will soon appear—four Rocket Soldiers and a Light Tank.

Fig. 4-2. Build a typical base with Ore Refinery, War Factory, and other essentials.

TIP If you're keen on infiltrating the Soviet Radar Dome with your Spies (as suggested in the mission briefing), you can drive the Light Tank due north, then east to Point 3 (the Radar Dome). Have the Tank kill the two Attack Dogs stationed nearby, and your Spies can waltz right in.

We recommend, however, that you don't bother with the Radar Dome. You've already got all the information you need right here in this walkthrough.

Use the Rocket Soldiers and Tank to help defend your base. Build about four Light Tanks and a Service Depot. Repair any damaged Tanks, and then send a group of three or four Tanks south to Point 4, where the road meets the edge of the map. Have them clear out any Soviet units, and then bring a Minelayer down and methodically mine the road. Start at Point 4 and work your way north. Lay at least five mines along the road near the edge of the map. (Use more mines if you want insurance.)



TIP The Soviets will harass your base and Ore Trucks over the course of the mission, but not excessively. If you keep building Light Tanks and gradually build extra Ore Trucks (to a maximum of four), you should be fine.

Now send your Tanks north to Point 5 and clear out any Soviets in the area. Again, have the Minelayer place at least five mines along the road near Point 5, starting where the road meets the edge of the map (fig. 4-3).

Fig. 4-3. Here's the road near Point 5. Note the placement of mines along the road, which will prevent Convoy Trucks from leaving.

At this point, two of the convoy's three possible exits are heavily mined. Any Convoy Trucks trying to leave the area will automatically blow up.

Now concentrate your Tanks at Point 1 to defend your base, and keep producing extra Tanks. Meanwhile, mine the road near Point 1—that's right, the one that goes right through your base. That's the convoy's third possible exit.

TIP As time goes on, Convoy Trucks will periodically try to escape. Watch them as they smash into your mines, and replace mines if your minefields are getting dangerously thin.

Fig. 4-4. Amass a big army of tanks with a few support infantry before striking.

When you have 30 or 40 Light Tanks, you're ready to finish off the Soviets (fig. 4-4). Repair any Tanks that got damaged defending your base, then roll the whole army east to swarm Point 2. Take out the Tesla Coils and Tesla Tanks first, then the V2 Rocket Launchers and Heavy Tanks. Destroy structures when most units are gone. When you've destroyed all Soviet units and structures, you win.

DOWN UNDER

Difficulty: Moderate (but requires patience)

Mission Objective: Infiltrate the underground facility; reach the opposite end.

Starting Forces: 10 Rifle Infantry, 1 Medic, 1 Spy; Imprisoned: Tanya, 1 Spy, 1 Medic

TACTICAL OBJECTIVES

Your goal, quite simply, is to reach the eastern edge of the base. You start with a small force that you can augment by liberating several prisoners.

This is an indoor mission. As with all indoor missions, patience is the key. You can afford to lose a Rifle Infantryman or two over the course of the mission, but your Spy and Medic are absolutely vital—so if you lose them, or if you lose more than a few Rifle Infantry, you'll probably want to restart.

INTELLIGENCE BRIEFING

There's a definite process you must follow to win. If you use the following map and strategy, you won't have a hard time beating the mission. Don't let all those numbers on the map worry you; there are lots of steps to victory and, therefore, lots of numbers.

Keep game speed low, and remember: There is no time limit on this mission, so take it easy and approach it at your own pace.

STRATEGY

You start the mission with 10 Rifle Infantry, a Medic, and a Spy at Point 1. Another Spy and Medic are imprisoned at Point 18; Tanya is imprisoned at Point 16. You can't free the prisoners yet, so you'll just use the people at Point 1 for a while.

As the mission begins, wait a moment as enemy Rifle Infantry approach (fig. 4-5). Your own Rifle Infantry automatically gun them down.

Have the Spy break away from the group. (He'll work alone for the greater part of this mission.) Have him visit the console at Point 2A. This deactivates the Turret at Point 2B. Then move all your troops ahead to Point 2B, where they should wait.

Fig. 4-5. Let your men stand perfectly still as the first wave of soldiers attacks.

Send the Spy north to Point 3A, where he'll find a console that deactivates the Flame Tower at Point 3B. Now send the Spy south to Point 4. There are two Flame Towers here and a Healing Crate amidst a pile of boxes. Also, a bit to the south, there's a War Factory with a Supply Truck parked out front. Have your Spy infiltrate the War Factory (fig. 4-6). He'll automatically get in the Supply Truck and drive south, out of your field of view.

In a moment, the Supply Truck reappears to the east and proceeds to Point 5, where it stops and the Spy gets out. Have the Spy immediately run northwest to Point 6A; this must be done quickly because a pair of guards and an Attack Dog soon arrive to investigate the Truck. The Spy is safe, though, if you move him to Point 6A as soon as he gets out of the Truck and keep him in the northwest corner of that alcove.

Fig. 4-6. Infiltrate this War Factory with your Spy.

When the Spy reaches Point 6A, the Flame Tower at Point 6B explodes.

Now that the Flame Towers at Points 3B and 6B are both out of the way, the remainder of your squad is free to proceed east. Send them slowly east, step by step, so they can deal with the Attack Dogs that confront them.

At Point 7, there is a room full of explosive barrels. Have your infantry shoot the barrels to kill an approaching squad of enemy infantry.

Now have your troops creep a bit farther east, until they can see Point 8. A bunch of Grenadiers is behind a low wall at Point 8. The wall protects the Grenadiers from your Rifle Infantry, but they can lob grenades over the wall. In other words, don't get your infantry too close! Move the infantry east until they're just out of the Grenadiers' range. You'll see an Attack Dog waiting somewhere around Point 9. Send a lone Rifle Infantryman south to bait the Dog. Once the Dog starts pursuing him, have him return to the group. The Dog will be shot down as it pursues him. Optionally, the lone infantryman can shoot the Dog himself.

Now that the pesky Attack Dog is gone, your Spy can proceed north from Point 6A. Have him run up to the console at Point 10 (fig. 4-7). Activating this console kills the Grenadiers at Point 8, again allowing your troops to pass.

Fig. 4-7. These Grenadiers need to be quieted by the console at Point 10.

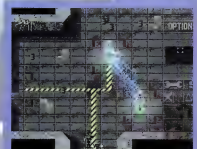


Fig. 4-8. Quickly activate the Point 11 console, before the Tesla Coils destroy each other.

Don't move your infantry yet, though. Send the Spy north to Point 11. Close to Point 11, you'll see a curious sight—two haywire Tesla Coils attacking one another! Also at Point 11 is a console that your Spy should activate (fig. 4-8). This console blows up one of the Coils. The remaining Coil will then attack a Mammoth Tank driving in from the east. The Tank and Coil will destroy each other, thus eliminating a pair of potential threats.

Now your Rifle Infantry waiting at Point 7 (or thereabouts) should proceed north to Point 11, then slowly move east toward Point 12. Shoot the Attack Dogs and infantry along the way. From Point 12, send them south until they can see a stationary Mammoth Tank in a big room. Don't send them any farther.

Send the Spy over to the console at Point 13. Have him stick to the northern part of the big room as he approaches the console, because an Attack Dog or two likes to emerge from the southern corridor, near Point 14.

Fig. 4-9. A console just offscreen to the east will activate Tesla Coils and destroy this Mammoth Tank.

At Point 13, the Spy will activate the console, causing two Tesla Coils to appear next to the Mammoth Tank. They'll destroy the Tank, but unlike the previous Tesla Coil, they won't disappear afterward. Don't worry: the Coils won't harm your troops. Send your infantry south, past Point 14. At Point 15, they can activate a console. This destroys two Flame Towers at Point 16, freeing Tanya. Have Tanya kill all the guards in the immediate vicinity, then join the rest of your crew.

TIP If you want to free some more prisoners, send Tanya (or Tanya plus your infantry) to Point 17 (note the crate below this Point), then south to Point 18, which is a cell block containing a few civilians, a Medic, and a Spy. When your troops get to Point 17, a single Soviet guard will start running from cell to cell, executing prisoners. Your job is to kill this active guard first and then to kill the remaining guards and Attack Dogs. If you're fast, you'll manage to save a few prisoners.

Now have everyone gather at Point 14. Send Tanya north to Point 19. Have her proceed east to Point 20, killing everyone she sees and blowing up the barrels there.

Now there are a couple of ways to finish the mission. Here's the easiest (but least interesting): Clear out the Flame Towers near Point 22 by having Tanya shoot the nearby explosive barrels, then have her run up to activate the console at Point 22. The console destroys the Towers (fig. 4-10), and your forces can escape to the east. You win!

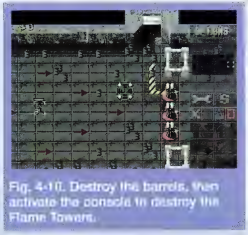


Fig. 4-10. Destroy the barrels, then activate the console to destroy the Flame Towers.

TIP Here's a more dramatic way of clearing out those Flame Towers. Have Tanya avoid Point 22 and instead proceed south to Point 21. There she discovers a line of Soviet guards about to execute a civilian. Have Tanya kill all the guards before they can kill the civilian (fig. 4-11).

The escaped civilian will then run into a nearby Truck, drive it north to Point 22, and detonate the explosive barrels and Flame Towers blocking the exit. Congratulations, you can now leave! Send someone to the eastern edge of the map near Point 22, and you win.

There's a third and final way of escaping the complex: Have your Spy infiltrate the War Factory in the room north of Point 20. He'll commandeer a Mammoth Tank and drive it through the Flame Towers.

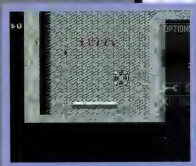


Fig. 4-11. This is the firing squad. Attack the leader (the soldier the farthest to the left) first.

CONTROLLED BURN

Difficulty: Moderately difficult

Mission Objective: Infiltrate the Soviet power grid and destroy the Power Plants. Destroy the Soviet compound while leaving Sarin Processing Plants intact.

Starting Forces: 5 Rocket Soldiers, 4 Rifle Infantry, 1 Spy, 1 APC

TACTICAL OBJECTIVES

Although you start the game with a Spy, your initial goal isn't to "infiltrate" the Soviet power grid so much as to destroy critical Power Plants. Once you've destroyed a few Power Plants, a crucial line of Soviet Tesla Coils is disabled and reinforcements will arrive.

This is a classic "two-phase" mission. You have limited troops in the first phase, in which you attack the Soviet Power Plants. Then, when the power is out, your reinforcements allow you to build a base and enter phase two, a straightforward base attack.

INTELLIGENCE BRIEFING

The first part of this mission is tricky, but if you follow our strategy blueprint, you'll find it reasonably easy. The key lies in avoiding a roving Mammoth Tank that periodically enters the area. If you allow it to catch your troops, you won't stand a chance.

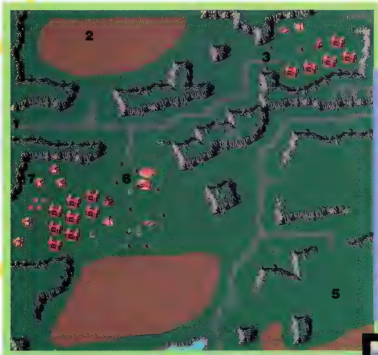
Turning down game speed can be helpful in the early stages of this mission. Once you've entered the mission's second phase and built up your base somewhat, feel free to crank the speed back up.

STRATEGY

Your meager forces start at Point 1. Immediately send your Spy toward Point 2 (an arbitrary location on the map).

Your main problem in this stage of the game is a Mammoth Tank that patrols the area. It follows a circular patrol path, often stopping at Points 2 and 3. Have your Spy follow the Tank around, so you can clearly see its full patrol path. (Your other troops won't be bothered during this time if you don't move them.) Note that there is a Dog to watch out for at the entrance to the east base. You should now be able to see it at all times.

Now put all your Rocket Soldiers in the APC. The next time the Mammoth Tank passes by Point 1, have all your troops (APC, Rocket Soldiers, and Rifle Infantry) follow it at a discreet distance. Follow the



Send the APC all the way to the back of the base and have it shoot the cluster of barrels back there, thus taking out a pair of Power Plants (fig. 4-14).

Fig. 4-14. Blast your APC deep into the base and destroy a cluster of barrels to take out two Power Plants.

Mammoth Tank toward Point 3, but stay out of range of the Flame Towers there (fig. 4-12).

When the Mammoth Tank moves off to the south, locate the small oil well north of Point 3. Blow it up, and the soldiers guarding the Power Plant base will run out (fig. 4-13). Gun them down with your Rifle Infantry and APC.

Now select your APC and have it cruise full speed into the Power Plant base east of Point 3. There are Flame Towers guarding the entrance, but if you keep the APC moving, it won't get too badly damaged.

Fig. 4-12. Follow the Mammoth Tank at a respectful distance, all the way to the Power Plant base.

Fig. 4-13. Destroy the oil well and barrels to the north to draw out the enemy.

TIP Now you've damaged the Soviet power supply and your reinforcements can arrive. Don't worry about the APC or your Rocket Soldiers; if they get destroyed, fine. Just have them do as much damage as possible.

Once the Power Plants are destroyed, two Light Tanks and an MCV will arrive at Point 4. Send these three vehicles south toward the signal flare at Point 5, and set up a base (fig. 4-15).

As quickly as possible, build an Ore Refinery or two, a War Factory or two, several extra Tanks, four Ore Trucks, and one or two AA Guns for air defense. A Service Depot also helps. In essence, you should build a fully functional base with minimal defenses.

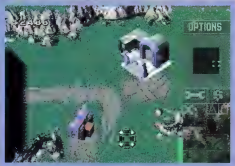


Fig. 4-15. Build your base near to or north of the signal flare.

TIP A few aircraft, soldiers, and Tanks will periodically harass your base and Ore Trucks, but if you build Tanks and AA Guns quickly, you should be able to meet the challenge.

Once your base is reasonably complete, keep building Medium and Light Tanks.

When you have at least 30 Tanks, you should be ready for an attack. Attack Point 6, first demolishing the Flame Towers guarding the gates, then the Tesla Coils inside, next the V2 Rocket Launchers, and finally, the enemy Tanks. Steer clear of Point 7, where two small compounds are walled off by barbed wire.

Once you've crushed the base, mop up all Soviet units and structures *except* the five Sarin Plants in the vicinity of Point 7. Explosive barrels surround those Plants, so use extreme caution around them (fig. 4-16). Accidentally triggering those barrels could end your mission!

Fig. 4-16. Be extra careful not to destroy the barrels near these Sarin Processing Plants!

Finally, when all enemy units are gone and all structures but the Sarin Plants are gone, build five Engineers and send them over to Point 7 in an APC. Use a single Tank to carefully blast each Sarin Plant down into the red before sending in an Engineer to take it over. When you've taken over all five Sarin Plants, you win.

EVACUATION

Difficulty: Moderately difficult

Mission Objective: Evacuate at least one civilian from each of four towns. Get them to an island in the northeast. Crushing the Soviets is optional.

Starting Forces: 3 Rangers, 3 Rifle Infantry, 2 Rocket Soldiers, MCV

TACTICAL OBJECTIVES

The mission briefing makes it sound as though you'll be hard-pressed just to get those civilians out alive and as though defeating the Soviets is an unnecessary afterthought. We advise you to reverse your priorities: defeat the Soviets soundly, then worry about getting the civilians to safety. You can try to win the mission by sneaking the civilians across to the island, but we prefer a more heavy-handed approach.

INTELLIGENCE BRIEFING

The civilian villages are located at Points 2, 3, 4, and 5 on the map. We recommend that you evacuate the civilians from these villages as soon as you develop a group of six or more Tanks, then keep the civilians safe in your base.

When the civilians are yours, concentrate on Tank building until you've got a massive army, at which time you can level the Soviet base and send the civilians to the rescue island.

STRATEGY

You start at Point 1 with a small defensive force and an MCV. Deploy the MCV and array your forces in a defensive fan. Use a single Ranger to scout the surrounding area.

Fig. 4-17. Build a base just south of your units' starting point.

Build your base as usual—an Ore Refinery, a War Factory, more Ore Trucks, and so forth (fig. 4-17). A few Soviet Tanks, V2 Rocket Launchers, and ground troops will harass you, so you may need to build Medium Tanks instead of extra Ore Trucks early in the mission. And, as always, a Service Depot is useful for keeping your defense force healthy.

Fig. 4-18. Liberate villages as soon as you have five or more Tanks to spare.

When you've developed a group of at least five or six Tanks, send the group to liberate the villages at Points 2, 3, and 4 (fig. 4-18). Destroy the light Soviet resistance near each village and evacuate civilians from each village to your base, where they should stand in a secluded (and well-defended) corner. Leave them there for now.

Once the civilians are all safe in your base, concentrate on building up a truly massive Tank army. There is a lot of ore, so make sure you have enough Ore Refineries and Ore Trucks to capitalize on this.

TIP

You should, however, build lots of Ore Trucks when you have the chance. We suggest five Ore Trucks and two Ore Refineries. There is a lot of ore in this mission, and you need to exploit it.

TIP

Speed is fairly important in this mission. If you don't evacuate the villages in a reasonable amount of time, the Soviets will get there first. Also, if you don't gear up your Tank army quickly (make sure to build those Ore Trucks in the early game), the Soviets will throw ever-larger armor groups at you and make your job difficult.

The key, then, is to get the ore flowing in early and build a Tank army as quickly as possible.

When you've got a group of about 30 Tanks and assorted support infantry, have it roll toward Point 6, the Soviet base. It's best to approach the base from the west, where you can get at the Power Plants that fuel the base's numerous Tesla Coils. Once you've taken those Coils offline, your job gets a lot easier.

Once you've punctured the Soviet base defenses, destroy their defensive structures (fig. 4-19), War Factories, Barracks, Helipads, Sub Pens, and other unit-producing structures. Leave a few structures near Point 7 intact; Power Plants or Ore Silos are a good choice. Then build an Engineer and have him take over a structure near Point 7.

Now you can build a Naval Yard at Point 7 (fig. 4-20). Do so, and try to build Gunboats or Destroyers to deal with the Soviet Submarines lurking in the water nearby. Keep building and repairing Naval Yards if they get blown up by Subs; have your Tanks shoot at any Subs that get too close to land.

Fig. 4-19. Tesla Coils are rendered inoperative if you destroy enemy Power Plants first.

Build a group of several Destroyers and have it destroy enemy Submarines. Make sure that the Destroyers clear a path all the way north to the island at Point 8.

Finally, herd the villagers south to Point 7, build some Transports, and load the villagers aboard. Sail the Transports up to the island at Point 8, and disembark the civilians. When a villager from each of the four villages has disembarked and approached the Helicopter waiting there, you win (fig. 4-21).

Fig. 4-20. Capture structures near Point 7 so you can build a Naval Yard there.

Fig. 4-21. Drop the villagers on the island, and Helicopters land to take them to safety.

CHAPTER 5: ALLIED THEATER—SIBERIA

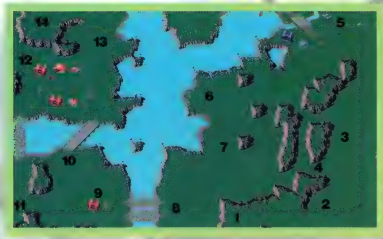
The Siberian theater of war presents you with several wildly different missions. Personal War is a startlingly difficult, small-scale mission requiring you to send a very limited force through numerous obstacles. Fresh Tracks and Trapped require you to build a base skillfully while watching for escaping Convoy Trucks. Finally, Wasteland is a mission of pure base building, in which you have to seize vast ore fields before the Soviets get their hands on them.

PERSONAL WAR

Difficulty: Very difficult

Mission Objective: Escort Stavros through town to a waiting Helicopter. Whatever happens, get him to safety!

Starting Forces: Tanya, Stavros



TACTICAL OBJECTIVES

This is a true puzzle mission. Combat isn't the real challenge, although you do have to kill a lot of infantry, Attack Dogs, and even armor units. The real challenge is knowing what to do and when to do it. Timing is critical on several occasions. Even with the map and the following detailed instructions, you should prepare to redo the mission several times—it's just that hard.

Because Tanya and Stavros are pursued throughout most of the mission, speed is key. Turn down the game speed to Normal to make the mission easier, thereby allowing yourself more time to react.

INTELLIGENCE BRIEFING

Stavros is a pretty good shot with his pistol and therefore isn't completely helpless. Keep him close to Tanya, and the two can combine their firepower. However, Tanya should do most of the killing. Stavros, unfortunately, is slower than Tanya. If too many soldiers get inside Stavros's pistol range, they're sure to return fire. You'll get him to safety only by keeping him continually on the move.

Again, prepare to try this mission several times. It requires exact timing and sometimes a bit of luck.

STRATEGY

The mission starts at Point 1. A lone infantryman (not under your control) drops a signal flare, and both Stavros and Tanya are airdropped to the site. Meanwhile, slightly to the east, Soviet forces are busy massacring civilians.

Move both Tanya and Stavros east, killing soldiers and Attack Dogs. Slightly to the east, you'll find an oil well surrounded by explosive barrels; either avoid it or have Tanya blow it up when enemy soldiers approach it.

Proceed to Point 2, keeping Tanya and Stavros close together and slaying any troops that get too close. Paratroopers will drop into the vicinity, but if you keep moving fast you can avoid them. Just have Tanya and Stavros proceed north from Point 2 until a big section of the map is suddenly unveiled, revealing a Mammoth Tank and several Soviet troops massacring civilians and blowing up civilian structures.

Fig. 5-1. Take the western path to avoid the Mammoth Tank and assorted infantry.

As soon as you see that Mammoth Tank, have Tanya and Stavros bolt for the mountain path marked Point 4 and proceed north along this path to avoid the Tank (fig 5-1).

Now proceed directly to Point 5, ignoring the Tank and infantry. Your forces won't be harmed because the bad guys are busy leveling the village.

An Allied base and a healing crate lie at Point 5. You don't need the Crate yet, so avoid it. Just approach the Barracks until Allied soldiers begin to spill out (fig. 5-2), then head toward Point 6. Shoot any infantry in your way.

Fig. 5-2. Don't get too close to the Barracks—just close enough so that the soldiers start to spill out.

TIP A nuclear strike will soon level the Allied base. Try not to be there when that happens!

As Tanya and Stavros run toward Point 6, a Transport will appear in the water. It drops either four or five Medium Tanks at Point 6 before getting destroyed by Soviet Submarines. (The number of Tanks is random—if you're lucky, you'll get five.)

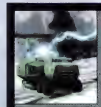
Halt Tanya and Stavros at Point 6, taking care to avoid the Mammoth Tank parked near Point 7. Use the Medium Tanks to destroy a small group of Soviet Tanks, V2 Rocket Launchers, and assorted infantry that approach from the vicinity of Point 5; Tanya can join in the fray also, but keep Stavros back.

TIP Use the healing crate near Point 5 to repair your Tanks after they've taken a beating. Be sure not to use it too quickly, so you'll get the most out of your units.

After destroying the first wave of attacking Soviets, another small group of armor and infantry may trickle across from the east. Destroy this group with your Tanks as well.

When no more Soviet units seem to be approaching from the east, have your remaining Tanks gang up on the Mammoth Tank at Point 7 and destroy it (fig. 5-3). Then send all your units, including Tanya and Stavros, south to Point 8. Let the Tanks lead the way, because soldiers are hiding behind almost every tree.

Fig. 5-3. Take on the Mammoth Tank blocking your way once you've neutralized the threat from the northeast.


TIP Hug the coastline because another nuclear strike will soon hit a village east of Point 8. You won't have to worry about the nuke, however, if your forces stay near the water.

Your forces should pause for a moment at Point 8 while you scan the map. If any more Soviet units are approaching from the northeast, this is the perfect place to wait and make a stand (fig. 5-4). There's a Healing Crate just south of Point 8, which you can use to restore your units in midbattle.

When you've destroyed all Soviets in sight, move your remaining Tanks west across the land bridge toward Point 9. They'll start getting fried by a Tesla Coil. Meanwhile, an Allied Transport Plane drops several Paratroopers near Point 9. Sneak your Tanks around a Concrete Wall and have them blow up barrels next to the Tesla Coil, which, in turn, blow up the Coil.

Fig. 5-4. Make a stand at Point 8, near the southern land bridge.

After cleaning up any remaining infantry near Point 9, take all your units north to Point 10 and wait for a line of infantry to cross the bridge. Blow up the bridge by shooting barrels, thus taking out most of the infantry.

Quickly send your forces southwest to Point 11 and, from there, straight north across a land bridge toward Point 12, a small Soviet base. As they proceed, a Supply Truck appears from the north and drives past them. You can destroy the Truck by shooting a cluster of roadside barrels, or by hammering it with directed fire. You'll collect a Healing Crate if you manage to destroy the Truck.

Around the time your forces reach Point 12, a Transport carrying several Medium Tanks arrives at Point 13. Have the Tanks escorting Stavros and Tanya attack Power Plants inside the base while Tanya and Stavros wait somewhat to the rear. If you manage to destroy Power Plants quickly, the base's Tesla Coil will go offline and a few of the new Tanks will survive (fig. 5-5).

Fig. 5-5. Target the nearest Power Plant to take the base's Tesla Coil offline.

Join the new Tanks with the old ones and eliminate all resistance within the base. Then march Tanya and Stavros north toward Point 13 with a Tank escort. From there, it's a quick march to Point 14, where you can load Stavros into a waiting Helicopter (fig 5-6).

Fig. 5-6. Get Stavros into the Helicopter to end the mission.

NOTE

Remember, this is a very, very tricky mission. Even with the benefit of these instructions, you'll probably need to play it through several times. Be patient, and keep trying!

FRESH TRACKS

Difficulty: Moderate

Mission Objective: Destroy all Convoy Trucks from each of the seven convoys.

Starting Forces: Base without a Construction Yard, modest defense force

TACTICAL OBJECTIVES

Your mission is to destroy seven convoys. Each convoy consists of several Convoy Trucks and a small escort, usually consisting of two to three Heavy Tanks, Tesla Tanks, Mammoth Tanks, or some combination thereof. The trick, then, isn't beating the escort. The trick is to know where the convoy is coming from, so you can catch it.

INTELLIGENCE BRIEFING

This isn't a difficult mission, especially with the information provided here. You'll have a plentiful ore supply and your base will very seldom come under attack. The key lies in reacting quickly to approaching convoys.

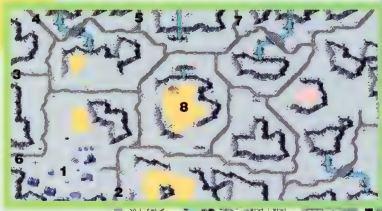
There aren't any Soviet bases on this map, just scattered knots of Tanks and other Soviet forces that pop up occasionally and travel in various patrol patterns. Don't worry about small Tank groups; just worry about the convoys.

STRATEGY

You start with a base at Point 1. It has no Construction Yard, so you're stuck with what you've got. Fortunately for you, however, you can easily defend the base with just a few Light Tanks and Rifle Infantry.

Right away, you can (and should) build two extra Ore Trucks to supplement your income. Then start building Light Tanks. Use the Tanks to defend your base when it's attacked, and defend your Ore Trucks from Soviet Tank groups. Repair damaged Tanks at your Service Depot.

Send a single Light Tank around the map to explore. Have it uncover all the roads. Don't let it fight; just have it scout. Whenever it encounters a bridge, have it shoot nearby barrels to blow up the bridge. This is important! If your Light Tank gets destroyed, have another one go scout the roads and destroy the bridges. Broken bridges limit the paths a convoy can take, making it easier for you to catch each convoy. (There are three bridges to destroy.)



By the time the counter at the top of the screen shows that you have two minutes left, you should have a decent force of Light Tanks

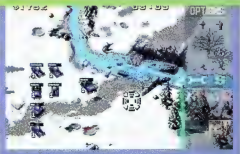


Fig. 5-7. Destroy all three bridges before the 20-minute timer reaches zero.

Fig. 5-8. Periodic Tank attacks will remain your Ore Trucks.

(at least eight), all the map's bridges should be destroyed, and you should have scouted the whole highway network (fig. 5-7). At this point you should relocate all your Tanks to Point 8, an ore-covered patch of ground near the middle of the map (fig. 5-8).

TIP All convoys must pass by the central area at Point 8, making it a great place to assemble your Tanks. Regardless of where a convoy originates, you know your forces will get a crack at it if they stay here.

The first convoy appears at Point 2 when the counter reaches zero. Allow it to pass your base with minimal resistance. Observe which road it follows, then move your Tanks at Point 8 south until they're squarely in the convoy's path. The Tanks will automatically shoot at the convoy as it passes, hopefully destroying it. If any Convoy Trucks get past the roadblock, chase them with Light Tanks and your single Longbow Helicopter.

TIP Convoy Trucks drop nuclear crates when you destroy them. If your troops get too close to these crates, they'll explode and cause a huge nuclear disaster. Therefore, you must be very careful when attacking those Convoy Trucks! Try to get your Tanks in front of the convoy and halt them where they can fire without moving, thus lessening the danger that a Tank will accidentally run over a crate.

Don't move large groups of Tanks anywhere near a crate. Instead, select individual Tanks and get them out of the area one by one.

A few nuclear crates are likely to remain after you take out the convoy. Make note of their presence, and avoid them.

Repair your damaged Light Tanks, and keep building extras. You should soon have around 12 Light Tanks in your main army, plus a growing second army. Don't stop producing Tanks when you get to that point, though. Keep building!

Fig. 5-9. Make good use of the Service Depot.

The second convoy appears near Point 3. We recommend setting up a Light Tank ambush at Point 9 to catch it, although you can instead leave your Tanks at Point 8 and deal with the convoy as it passes that spot. As before, once the Convoy Trucks are destroyed, carefully back away your Tanks.

The third convoy appears at Point 4; again, you can set up a good ambush at Point 9.

After you destroy the third convoy, a number of Soviet reinforcements appear at various spots and gradually attack your base. Leave a group of about five Light Tanks behind to defend the base, meanwhile building a second mobile army that should wait near Point 8 (fig 5-10).

The fourth convoy also appears at Point 4, so you can set up an ambush at Point 9.

The fifth convoy appears at Point 5. You can set up a good ambush at Point 8.

The sixth convoy appears at Point 6, and travels *right through* your base! Do your best to quickly destroy these Tanks and Convoy Trucks, but keep a large group of your own Tanks *away* from your base as you do this. Nuclear crates may accidentally get detonated inside your base as you destroy this convoy, and you'll want to have a good number of Tanks left even if your base is largely destroyed.

Fig. 5-10. The map's ore-covered central hill is a great place to leave a reserve force of Tanks.

When you've destroyed the sixth convoy, immediately send all your remaining Tanks back to Point 8. The seventh and final convoy soon appears from Point 7. Go up to meet it as soon as it appears. Once you've destroyed that convoy, you win.

TRAPPED

Difficulty: Moderate

Mission Objective: Destroy the Soviet base. Allow no Convoy Trucks to leave the area.

Starting Forces: 2 Light Tanks, 2 Medium Tanks, 2 Artillery, 5 Rifle Infantry, 5 Rocket Soldiers, MCV

TACTICAL OBJECTIVES

As in the last mission, in this mission you are required to prevent Soviet Convoy Trucks from escaping. But here you also must destroy a Soviet base! Fear not, however; the Convoy Trucks are less numerous in this mission, and you don't need to put forth much effort to keep them from escaping. Base building, therefore, is your main occupation.

INTELLIGENCE BRIEFING

The Soviet base occupies a huge chunk of the map. There is still a lot of ore to be had, however, and by building a Naval Yard you can give yourself a big strategic advantage.

This is one of several missions for which we recommend stationing your Tank army somewhat away from your actual base. By stationing your army midway between the ore fields and your base, you can defend both with relative ease.

The key to this mission lies in fighting for ore fields. You must constantly watch for enemies attacking your Ore Trucks and do your best to destroy enemy Ore Trucks. If you succeed on both counts, you'll eventually cut down the Soviet ore supply and limit the Soviets' ability to muster an army.

STRATEGY

You start the mission at Point 1. Build a full-scale base there, with two Ore Refineries, two War Factories, and at least five Ore Trucks. Use a Light Tank to scout the terrain, meanwhile building a force of Light and Medium Tanks for base defense. Also, build a few Pillboxes at various points around your base to defend against Paratroopers and land-based infantry that will periodically harass your base. Don't bother with Turrets, though.

Two bridges lie near your base. Destroy both immediately to help with base defense (fig. 5-11). You should also destroy the bridge in the northeastern corner of the map as soon as it's practical to do so.

As soon as you have a decent Tank group (at least seven Medium Tanks), move the group out to Point 3 and keep adding to it. Your enemies usually try to attack your base from this vicinity, and your Ore Trucks will cross this area frequently. By stationing your main Tank army at Point 3 instead of at your actual base, you can effectively defend both your base and your Ore Trucks.

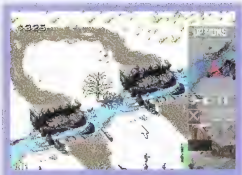


Fig. 5-11. Destroy these two bridges to limit possible avenues of attack.

TIP

Around this time, you can attack a small Soviet base in the map's northeast corner that's cut off from the main base. This is not essential, however (fig. 5-12).

Fig. 5-12. This small base is cut off from the rest of the Soviet base and is vulnerable.

Build a Naval Yard at Point 2. Also build a small group of Tanks and place them on the highway at Point 2. These Tanks serve as a last defense against escaping Convoy Trucks and can defend the base against unforeseen attacks.

Once you've firmly established your base, keep building Tanks and adding to the army at Point 3. Defend your Ore Trucks as necessary, but keep your Tanks away from the Tesla Coils in the nearby Soviet base.

TIP

During this time, you should keep a lookout for enemy Ore Trucks. Harass them with Tanks or Destroyers whenever possible. The key to victory lies in your ability to control the ore!

Build a group of five Destroyers and have them cruise the coastline while you're busy building Tanks. The Destroyers are good at destroying Soviet Ore Trucks that get too close to the coast. You can also leave one or two Destroyers behind to help defend your base (fig. 5-13).

Fig. 5-13. Destroyers can harass land units like this Ore Truck, in addition to destroying vital Power Plants.

Convoy Trucks periodically try to escape the map. They travel alone and originate at Point 4 inside the Soviet base. The first three leave the Soviet base through its western gate, then proceed north to try to escape near Point 2 or north of Point 3. By keeping your Tank army near Point 3, you can catch and destroy these Trucks (fig. 5-14).

The final Convoy Truck leaves the Soviet base through the northern gates and tries to escape to the east, near the Soviet minibase in the northeastern corner.

Fig. 5-14. Make sure you have groups of Light Tanks waiting to intercept periodic Convoy Truck runs.

TIP

Note that scouting the map early with a Light Tank makes catching the Convoy Trucks a lot easier. Also note that you should always have several Tanks stationed in the general area of Point 3 because you don't have to move very far to intercept Convoy Trucks from there.

When your Tank army is sufficiently strong (we recommend at least 20 healthy Medium Tanks), it's time to attack the Soviet base. First, have your Destroyers attack the Tesla Coil and Power Plants near Point 5, plus anything else they can reach (fig. 5-15). Then move in your land army.

Instead of attacking from the north, your Tanks should proceed south from Point 3 and attack from the west.

The Soviets' Power Plants are easily accessible, so in this case we recommend destroying Power Plants instead of Tesla Coils. Once enough Power Plants are gone and the Coils are inoperative, you shouldn't have a hard time wrecking the rest of the base.

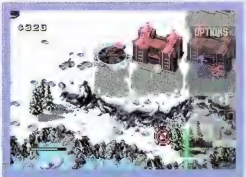


Fig. 5-15. Destroy southern Power Plants from the relative safety of the water before initiating a land attack.

Fig. 5-16. This is the interior of the Soviet base. If you manage to get your forces in here, you're well on your way to victory.

The rest is all cleanup. There's a small Soviet outpost in the map's northeastern corner, and there are a few Submarines lurking in the sea. Be thorough, and you'll eventually score a victory.

Difficulty: Moderate
Mission Objective: Destroy all Soviet units and structures.
Starting Forces: 2 MCVs, 4 Rangers, 3 Rocket Soldiers, 3 Rifle Infantry, 2 Medium Tanks, Spy (some slightly delayed)

TACTICAL OBJECTIVES

Your mission, should you choose to accept it, is to beat the tar out of the Soviet base. That's all there is to it! Your main challenges lie in the pre-attack phase. You must build a large base and collect ore quickly, while defending your base against frequent attacks. We strongly recommend placing several Pillboxes and Turrets at the edges of your base.

If you succeed in gathering ore and churning out Tanks quickly, you can amass an army that's big enough to guarantee that your final attack on the Soviets is a success.

INTELLIGENCE BRIEFING

The Soviet base occupies the bottom 1/4 of this large map, while the top 3/4 is a wide-open free-for-all, filled with tons of valuable ore. The key is to get your ore-refining operation in gear quickly, with two or more Ore Refineries and six or more Ore Trucks. This way, you can grab more ore than the Soviets and build a Tank army quickly.

On maps like these, grabbing ore quickly allows you to build an army faster than your opponent and thereby strike before your opponent amasses an equally

large defense force. Also, because all the ore is up for grabs, every bit you collect is a bit that your opponent can't. It's a simple battle for resources, and the side with the most Ore Trucks and Ore Refineries usually wins. Sure, you'll spend lots of credits building all those extra Ore Trucks and Refineries, but that's OK. It's better to steal ore from the Soviets and then burn it than to let them have it.

STRATEGY

This mission is a classic beat 'em up. You start at Point 1 with a small force, including two MCVs, and your task is to build up a huge army—quickly.

Build a fully functional base at Point 1, complete with two Ore Refineries and at least five or six Ore Trucks. Don't use your second MCV; leave it in the corner.

Aircraft harass your base a bit, but not so much that you need AA Guns. Build a few Rocket Soldiers and move them around as needed. Frequent drops by Soviet Badger Bombers are more of a problem: The Soviets like to drop Paratroopers at specific locations of your base, at specific time intervals. Build Camouflaged Pillboxes at the most trafficked drop zones to handle these infantry. Also, build Camouflaged Pillboxes and Turrets at the southern and eastern fringes of your base, where Soviet infantry and Tanks are most likely to attack.

Meanwhile, you should build a Medium Tank army and station it at Point 2. When positioned away from your base, the army can do a better job of defending your numerous Ore Trucks. For simplicity's sake, direct all your Ore Trucks to harvest from the same ore patch at once so you can guard them easily.

TIP If you're so inclined, you may build six Helipads and form an aerial strike group. Helicopter groups are great for destroying Soviet Ore Trucks, especially if you use a Light Tank to uncover most of the map in the mission's early stages.

Throughout the rest of the walkthrough we assume that you're ignoring aircraft, however, in favor of a massive Tank strike.

Fig. 5-17. Blow up these barrels to reveal a money crate.

Eventually, you'll have a strong army of at least 12 Tanks, and your base will be relatively well fortified with Pillboxes and a few Turrets. Send your Tank army east to Point 3, along with your extra MCV. Destroy the oil barrels you find there, collect the money crate beneath the barrels (fig. 5-17), and deploy the MCV somewhat to the northeast.

Fig. 5-18. Collect gems early so your base gets a quick cash infusion.

Build a War Factory and an Ore Refinery at your new base. Establishing this new base will allow you to mine ore more efficiently and attack enemy Ore Trucks quite easily. Keep building up your Tank army, and build a Service Depot at your new base to keep the army in good health. Also, destroy the two bridges south of the new base, thereby limiting Soviet movement.

Fig. 5-19. You'll have to deal with periodic strikes on your base and your Ore Trucks.

When both bridges are gone, station your large Tank army at Point 4 and augment it with Rocket Soldiers for air defense. This is a choke point that Soviet Ore Trucks will try to cross—but you're there now, denying them the opportunity (fig. 5-20).

When you've got at least 30 healthy Tanks massed at Point 4, the time is right to strike. The Soviet base occupies the whole bottom edge of the map, so you can attack from a variety of places. We suggest driving south from Point 4, then cutting in to the west. This path takes your forces into the teeth of a Tesla Coil or two, but it also allows them to attack Point 6 (the heart of the Soviet base) and quickly destroy enough Power Plants to disable the Tesla Coils (fig. 5-21).

Fig. 5-20. Plug up the river crossing in the map's southeast corner to deny the Soviets access to rich ore fields.

TIP You can also crash the main gates at Point 5 if you've got enough Tanks. It's just a matter of collecting enough ore in the early game to build a massive army.

Fig. 5-21. Attacking from the southeast takes your forces past a couple of Tesla Coils but allows you to quickly strike at the Power Plants that feed them.

Once you've leveled the structures around Point 6, you've got the game well in hand. Slowly roll your units west toward Point 7, destroying everything they encounter.

CHAPTER 6: ALLIED THEATER—ITALY

With the exception of Harbor Reclamation, which you should find relatively easy, the Italian theater of war is packed with complex missions. Instead of conducting straightforward base building and experiencing the clash of mighty mechanized armies, you can expect to find yourself engaged in Commando raids and clever tactics.

HARBOR RECLAMATION

Difficulty: Easy to moderate

Mission Objective: Defeat Soviet forces at the fortified harbor.

Starting Forces: None (Construction Yard)

TACTICAL OBJECTIVES

General Stavros has decided to mount an attack on a strategic Soviet-held harbor. A nearby village has been rumored to be sympathetic to the Soviets, so you must keep a close watch on it and terminate any would-be informants.

Your task is to destroy every Soviet unit and structure on the map. This mission is easy if you kill the lone informant who tries to give away your position at the start. If you fail to catch this informant, you'll face a lot more harassment from the Soviet bases to the north during the mission's early stages. However, you can still win the mission even if you let the informant go.

INTELLIGENCE BRIEFING

Instead of having a single, unified base, the Soviets are arrayed across three bases that surround a central ore field. You'd think that they'd have a stranglehold on that ore field since they surround it on three sides, but that's just not the case. A group of at least eight Tanks can roll into the central ore field and assume control of it, destroying Soviet Ore Trucks and disrupting Soviet production. This is the key to winning the mission.

STRATEGY

As the mission starts, an MCV appears near Point 1 and automatically deploys into a Construction Yard. Instead of building an Ore Refinery as usual, build a Power Plant, then a Barracks, and produce two Rifle Infantry. Send the Rifle Infantry out to guard the eastern edge of your base.

Shortly after you send out the Rifle Infantry, a lone informant (he looks like a common civilian) will approach your base from the east (fig. 6-1). Have your infantry gun him down, then start building a typical base, complete with Ore Refineries, War Factories, and at least four Ore Trucks.

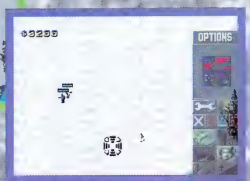
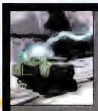


Fig. 6-1. Kill the traitor before he reports to the enemy!



TIP If you fail to kill the informant, he'll run up to the Soviet base and let the enemy know where you are. You can still win the mission if this happens, but you'll have to produce Tanks and Pillboxes quickly to deal with the early onslaught.

Around this time, a Transport will unload five Rifle Infantry to the south. These reinforcements can help defend your base but are in no position to catch the informant—which is why you built that Barracks early on.

Fig. 6-2. Paratroopers and occasional strikes from the air will pick away at your base.

Scatter Pillboxes and Rocket Soldiers around the perimeter of your base, and continue to churn out Tanks. When you have an army of eight to ten Tanks assembled, send it north to the ore field at Point 2 (fig. 6-3). Here, have it sit still and guard the ore against Soviet Ore Trucks. Continue to augment this army with new Tanks and a few Rocket Soldiers to handle aerial attacks. You can also send up Mechanics once you're able to create them—they'll work wonders for the health of the army.

Fig. 6-3. Claim the central ore field as soon as you've got about 10 Tanks.

Allow your central army to grow, meanwhile leaving a few Tanks at your base for defensive purposes. When the army is quite large (almost 20 Tanks and a good number of support infantry is ideal), have it attack the western Soviet base at Point 3. This base has moderate defenses, but no Tesla Coils—so your attack won't be too difficult (fig. 6-4).

Fig. 6-4. The western and eastern Soviet bases are weak, with no Tesla Coils.

Capture a few key structures in this base with Engineers if you wish; otherwise, level it completely. Then proceed to the Point 4 base and level it as well (fig. 6-5).

The final Soviet base is located at Point 5. Have your army approach from the west, blasting a hole in the base wall. Take out Power Plants to render Tesla Coils inoperative, and you're well on your way to victory.

Fig. 6-5. Take over structures in the western base and use them as a springboard for your final assault.

You win when you've wiped every Soviet unit and structure off the map.

Fig. 6-6. Attack the northern base from the west, punching through the Concrete Walls.

IN THE NICK OF TIME

Difficulty: Moderate
Mission Objective: Rescue the Scientists.
Starting Forces: 4 Light Tanks, 2 Medium Tanks, 2 Rangers

TACTICAL OBJECTIVES

The Soviets have captured a research base to the north, but in the process damaged a Chronosphere, which might explode. A group of Scientists was captured along with the base and must be rescued before the Chronosphere blows up. Your task is to fight your way into the base and retrieve those Scientists, then extract them to your initial starting point.

Although you can view this to some degree as a "puzzle" mission, it's really all about patience. If you proceed slowly and take note of events as they happen, you'll do fine. If you try to rush, you'll probably fail.

INTELLIGENCE BRIEFING

You start the mission with a group of armor units. Additional reinforcements show up at various points in the mission. A major key to victory lies in keeping your units healthy and integrating the various groups of reinforcements into your existing combat groups.

You have an hour and a half to complete the mission, and if you move at a reasonable pace you should have at least a half hour left when you finish. Ignore the clock, therefore, and concentrate on keeping your units alive.

STRATEGY

Your forces start at Point 1. Group them and move them to Point 2, where they should use concentrated fire to destroy a small wave of Soviet Tanks and assorted infantry (fig. 6-7).

Fig. 6-7. Mass your vehicles into a single group.

From here, proceed west to Point 3, where your Tanks must rush up to a Tesla Coil and destroy it before it can take out more than one or two of your units (fig. 6-8).

Fig. 6-8. Take out Tesla Coils with decisive strikes.

As your units approach Point 4, several things will happen. A friendly Transport will drop a few extra Tanks and a Demolition Truck on the coastline nearby, a friendly Helicopter will drop in a few Rocket Soldiers, and a Mammoth Tank will attack. Destroy the Mammoth Tank with your own Tanks, then merge all your units into one huge force. Destroy the church near Point 4 to reveal a healing crate, and use it if necessary.

Fig. 6-9. Watch for reinforcements.

TIP Don't group the Demolition Truck with your other units. Keep it well away, and have it attack a strong enemy force later. Keep the Truck away from the bridge as well, so you don't accidentally destroy the bridge. It's the only way to get to the northern half of the map.

Move your combined forces to the bridge at Point 5. When they reach the bridge, a pair of Chronotanks will appear to the northeast and a small group of skilled infantry (including a Spy, a Mechanic, a Medic, and Engineers) will appear from the village at Point 6. A group of Soviet infantry also will appear near Point 6, and a pair of Hind Helicopters will attack your Chronotanks.

Move the Chronotanks down to join the rest of your forces, and have the Mechanic repair them as quickly as possible. Meanwhile, destroy all Soviet infantry and a pair of Supply Trucks that emerge from the south; blowing them up yields two crates full of money.

Fig. 6-10. This village provides yet more reinforcements.

After the coast is clear, repair your Tanks with the Mechanic and send all your units into the vicinity of Point 6A, armor units in the lead. Destroy several Soviet Tanks and a Tesla Coil there, and collect a pair of friendly Tanks that are airdropped near the Tesla Coil.

Fig. 6-11. Capture the Power Plant and Barracks, then build extra troops.

Use the Mechanic to repair damaged units, then send your whole force northeast toward Point 7. You'll have to deal with a few more Tanks and another Tesla Coil along the way.

At Point 7, capture the Power Plant and Barracks (fig. 6-11). Build a pair of Engineers and a few extra Rifle Infantry. Also, use forced fire to destroy a small minefield located in the vicinity of Point 8.

When your Tanks are in good condition and you have a lot of infantry, divide your forces into a Tank group and an infantry group and send them toward Point 9 with Tanks in the lead.

Establish your Tanks near Point 9 and destroy the trickle of Soviet forces that attack you there. When no more enemies are forthcoming, proceed toward Point 10. Point 10 is a Command Center inside a Soviet base, but don't worry—the base is poorly defended. Take out Soviet defenders with your Tanks before sending in your Infantry group; destroy the Soviets' Barracks and War Factory plus their Ore Refineries to render the base helpless.

Have an Engineer enter the Command Center at Point 10, and a group of Scientists will pour out. Add the Scientists to your infantry group, then send all your units—Tanks, Scientists, everything—back along the path you came by. Send them all the way back to Point 1.

A number of Mammoth Tanks will be dropped north of Point 10 and will try to pursue your forces (fig. 6-12), but a few of your own Tanks are simultaneously dropped there as well. Use these Tanks to delay the Mammoths while your infantry and Scientists flee.

Similarly, another wave of Mammoth Tanks will get dropped on the beach near Point 4 when your units pass that way. Again, sacrifice your Tanks to slow down the Mammoths, and keep the Scientists moving. You'll win when they reach the signal flare.

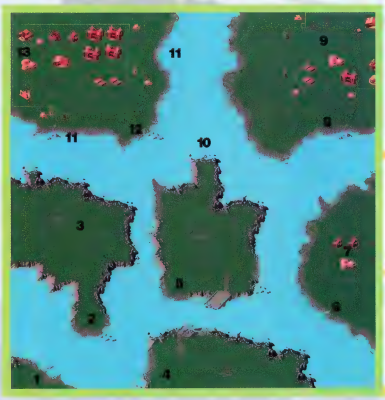
Fig. 6-12. Hordes of Mammoth Tanks will pursue your forces as they flee.

CAUGHT IN THE ACT

Difficulty: Moderate to hard

Mission Objective: Destroy all research centers; keep Tanya alive.

Starting Forces: Tanya, 4 Gunboats, Transport



TACTICAL OBJECTIVES

Tanya was discovered in the act of attacking three crucial Soviet Technology Centers. These research centers must be destroyed, even though Tanya's cover has been blown.

The local terrain consists of a series of islands; just getting from place to place will be a challenge in itself.

INTELLIGENCE BRIEFING

You must destroy a total of three Soviet Technology Centers, which are scattered across the map. The terrain is divided into several large islands, so you'll need to make heavy use of a Transport to get from place to place.

The key to this mission lies in methodically moving Tanya from one place to another in the company of several Rocket Soldiers. Tanya can handle infantry with ease, but the Soviets have a number of aircraft at their disposal, and you'll need Rocket Soldiers to dispense with them.

STRATEGY

Your forces start out near Point 1. Load Tanya into the Transport and move her over to Point 2, Gunboats in the lead (fig. 6-13).

Disembark Tanya at Point 2. A pair of friendly Rocket Soldiers and Rifle Infantry emerge from a nearby building, while a friendly Transport Helicopter tries to drop reinforcements to the north but is destroyed by MiGs. Numerous Soviet Paratroopers drop to the island as well.

Fig. 6-13. Always keep your Gunboats ahead of your Transport.

Have Tanya kill all Soviet infantry on the island, then leave a lone Rifle Infantryman to stand by the island's healing crate, located near Point 3. He can walk onto the crate later, whenever your forces need it most.

Now move Tanya and the remaining infantry to Point 4. Disembark them. Again, a friendly Transport Helicopter will try to land. If you select it and move it immediately, you might be able to save it before Soviet MiGs blow it up (fig. 6-14). Saving the helicopter is difficult. Don't worry if you can't manage it. Regardless of whether you succeed, have Tanya kill enemy troops and collect a few Engineers and Rifle Infantry from this island. Also, leave a lone Rifle Infantry near this island's healing crate.

Fig. 6-14. Move quickly to save a Transport Helicopter.

TIP If you failed to get the Transport Helicopter, you can still win the mission. It will just take a little longer to move your infantry.

Next, move Tanya and friends to Point 5 (after sending the Gunboats ahead to clear out Submarines, of course). On the Point 5 island are five new friendly infantrymen, which Tanya should defend from enemy infantry. Your Rocket Soldiers can deal with any Hind Helicopters that attack.

When the island is clear, send Tanya and some Rocket Soldiers to Point 6. Disembark them and have Tanya destroy all the infantry that approach. Near the center of the island is a Technology Center that will provide a few more reinforcements.

Clear the island of all Soviet units, then have Tanya destroy the Technology Center (fig. 6-15).

Now send Tanya, your Spy, and some Rocket Soldiers to Point 8. From there, break through the southern wall of a Soviet base (fig. 6-16). Have Tanya take out all infantry while the Rocket Soldiers take out flying threats. Avoid Flame Towers for the time being, and destroy this base's Technology Center near Point 9.

Fig. 6-15. Destroy these Technology Centers whenever you find them.

Fig. 6-16. Blast a hole in the wall and run through it.

When the Technology Center is destroyed, load Tanya and friends back onto the Transport. Send your Gunboats toward Point 12. When they reach the area, some reinforcements will arrive—namely, a few Tanks at Point 12 and some extra ships, including Destroyers. Have the Tanks at Point 12 squash enemy infantry but stay close to the shore; send Tanya over there quickly to help keep them alive, and use healing crates if necessary.

When the Tanks are safe, send your Destroyers over to the points marked 11, where they can shell enemy Tesla Coils without sustaining any damage in return (fig. 6-17).

With both Tesla Coils gone, send your remaining infantry to join your Tanks at Point 12, and clear out the Soviet base. Tanya has a lot of infantry to kill, as well as a few scattered Tanks. Let your Tanks destroy the enemy Tanks; if your Tanks are getting weak, send your forces back toward the shore so your Destroyers can lend a hand.

Fig. 6-17. Hammer the Tesla Coils with long-distance Destroyer fire.

TIP Remember the Rifle Infantry you left near those healing crates! Use the healing crates to heal damaged Tanks if necessary.

When you destroy the third and final Technology Center at Point 13, you win the mission.

Fig. 6-18. Destroy the last Technology Center to win the mission.

PRODUCTION DISRUPTION

Difficulty: Moderate

Mission Objective: Destroy the Soviets' Sub Pen

Starting Forces: 5 Rifle Infantry, 4 Rocket Soldiers, 1 Medic

TACTICAL OBJECTIVES

The Soviets have started producing a new Submarine capable of sea-to-ground attacks. Infiltrate the Soviet power grid with a handful of troops. Then, while the grid is down, you will receive additional reinforcements. When ready, you should send your troops north to destroy the Soviet Sub Pen, preventing further construction of these Subs. If any Subs are produced, they must be destroyed as well.

INTELLIGENCE BRIEFING

You have 20 minutes to complete the mission, but you'll only need about 10 to 12.

Your first wave of troops won't be able to make it to the end of the mission, so don't worry about them—they're expendable. Just follow the strategy outlined below and you won't have any problems.

STRATEGY

Your forces, consisting of a large infantry group and a single Medic, are dropped at Point 1. Cluster the soldiers into a tight group and wait until small groups of Soviet infantry attack from the north and the east.

When the infantry have been destroyed, send all your men northeast to Point 2. There, they'll encounter a lightly guarded pair of Power Plants. Obliterate the small defense force guarding the Plants and then take out the Plants themselves (fig. 6-19).

As soon as both Plants are gone, a Transport sails in to Point 3

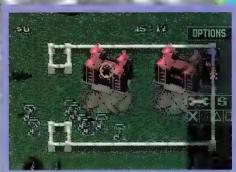


Fig. 6-19. Attack and destroy these two Power Plants.

and unloads two Demolition Trucks and three Engineers. Send these units up to meet your infantry, meanwhile healing infantry with your Medic.

Send your Demolition Trucks one by one to destroy the two Flame Towers at Point 4 (fig. 6-20). The detonations also will destroy the bridge to the north of Point 4 but, unfortunately, this can't be avoided.

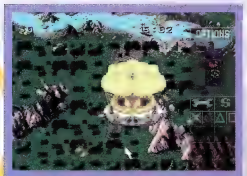


Fig. 6-20. Blow up the Flame Towers with your two Demolition Trucks.

Move your infantry north. Have a few Rifle Infantry proceed to the church at Point 6, and meanwhile send the rest to the Radar Dome at Point 5. Destroy the church to reveal a healing crate, but don't pick it up yet.

Damage the Radar Dome until it's in the yellow, then send in an Engineer to capture it. The instant it's captured, three Chronotanks will appear at Point 7 (fig. 6-21). Take control of them and squash any infantry nearby.

Send your Chronotanks northeast toward Point 8, avoiding the large Soviet base in the north central part of the island (fig. 6-22).

Fig. 6-21. When you take over the Radar Dome, three Chronotanks will be dropped on the north side of the river.

TIP If the Chronotanks get damaged, never fear—your infantry at Point 6 can walk onto the nearby healing crate and repair them.

Have the Chronotanks avoid direct conflict until they're able to Chronoshift. Then move them west toward the small island at Point 9 (destroying a Concrete Wall if necessary) and Chronoshift them to Point 9 (fig. 6-23).

From the small island at Point 9, your Chronotanks can easily destroy the Sub Pen, which is halfway between Points 8 and 9.

Fig. 6-22. When your Chronotanks are fully charged, move them to the northeastern tip of the map.

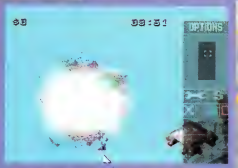


Fig. 6-23. Chronoshift the Chronotanks onto this little island, where they can pick apart the Sub Pen with absolute safety.

CHAPTER 7: ALLIED THEATER—POLAND

The Polish theater of war presents you with the harshest tests to date. Complicated commando missions, such as Monster Tank Madness and Negotiations, will stretch your nerves to the limit, while Time Flies, a classic two-phase mission, requires both cunning and power. Finally, to top it all off, the explosive showdown in Absolut M.A.D.ness will force you to reevaluate your ability to command. Prepare yourself!

TIME FLIES

Difficulty: Moderately difficult
Mission Objective: Destroy two Soviet Nuclear Silos.
Starting Forces: 2 Chronotanks

TACTICAL OBJECTIVES

The Soviets are planning an A-Bomb strike on London. Their nukes are located on a well-guarded island with only one beach access point, which is heavily fortified. SAM Sites on nearby islands prevent air strikes or airlifts. Thus, the only legitimate option is the Chronotank with its teleportation ability.

Have your Chronotanks destroy the Radar Domes that control nearby SAM Sites. When this is accomplished, Tanya will be airlifted into the area to help destroy the island's remaining perimeter defenses. An MCV will then arrive, allowing you to build a base and break through to the nukes.

INTELLIGENCE BRIEFING

The Soviets won't start collecting ore until your MCV shows up, so you don't need to hurry in the early stages. Just take your time and keep your Chronotanks healthy.

The mission's second phase, which involves base building, features a remarkably nasty battle for an ore field. Win the battle and you'll win the mission; lose and the Soviets will be able to produce too many units.

There are numerous healing crates to be had in the mission's early stages, none of which is absolutely necessary at first. Remember them later, when you're engaging in large-scale Tank battles.

STRATEGY

Your two Chronotanks start at Point 1. Have them destroy a nearby Tesla Tank and then immediately proceed north toward a short bridge. Shoot the barrels surrounding this bridge to kill a squad of Soviet infantry, then cross the bridge.

TIP There's a healing crate right near your starting point. Save it for later. Remember—the Chronotanks can teleport back and get it any time they feel like it!

Fig. 7-1. Use the Chronotanks' teleportation ability to cross the water.

On the other side of the bridge is a Supply Truck. Destroy it quickly and collect a crate filled with money.

Teleport your Chronotanks to Point 3 and slowly move them across the new island, destroying everything they encounter and being careful to stay outside the Flame Towers' effective range (fig. 7-1). At Point 4 is a Radar Dome that must be destroyed; after it's gone, you'll find another healing crate.

TIP Alternately, you can destroy the Technology Center on this island and collect an Engineer, then use him to capture the Radar Dome instead of destroying it.

After destroying the Radar Dome, teleport the Chronotanks to Point 5. Have them loop around the island, destroying a Tank and crossing a bridge, until they reach the vicinity of Point 6. There, after destroying a pair of Flame Towers, they can destroy a second Radar Dome (fig. 7-2).

Fig. 7-2. Target Flame Towers from outside their maximum range.

The second Radar Dome reveals yet another healing crate when destroyed (fig. 7-3), and Tanya is presently airdropped at Point 7. Have Tanya proceed north to a bridge guarded by Flame Towers. Destroy the barrels near these Towers to blow them up, then have Tanya destroy the Power Plants at Point 8 (fig. 7-4).

Fig. 7-3. Destroy two Radar Domes to summon reinforcements.

Fig. 7-4. Have Tanya destroy the barrels.

An MCV is now transported to the beach south of Point 9. Immediately deploy it at Point 9 and start to build a fully functional base (fig. 7-5), complete with two Ore Refineries, six Ore Trucks, two War factories, and a couple of Pillboxes around the perimeter for defense. Build the Ore Trucks as quickly as possible, building Tanks instead only if you're under heavy attack. Use your Chronotanks and Tanya for cheap base defense in the early stages.

Your immediate goal is to build up an army of at least eight Tanks (including the Chronotanks) and send it, along with a Mechanic, down to Point 10. This is an ore field that the Soviets are busy mining like crazy, and if you can park your Tank army there and blow up a number of Ore Trucks, you'll eventually derail the Soviet war machine (fig. 7-6).

Fig. 7-5. Establish your base quickly!

Fig. 7-6. Denying the southern ore field from enemy Ore Trucks is key to victory.

Keep adding to this Tank army, leaving only a few Tanks back at the base for defense. The mission is won or lost depending on how quickly and

absolutely you can cut off the Point 10 ore field from the Soviets; if you can consistently destroy those Ore Trucks, you'll find that the attacks on your base eventually dwindle to nothing.

Once you've got the ore field secure, you simply need to destroy the Nuclear Silos at Points 11 and 12. One easy way to do this is to send a Spy to scout the areas, then build Longbow Helicopters to take out Tesla Coils (first take out the SAM Sites). This leaves the base largely defenseless and vulnerable to Tank attacks.

TIP You can also destroy the Nuclear Silos with a straight land attack, but a land attack requires lots of Tanks and is usually pretty messy.

Fig. 7-7. Destroy both Nuclear Silos and you win.

Regardless of how you do it, you'll win when both Nuclear Silos are gone (fig. 7-7).

Sending a Spy into the Soviet Radar Dome to the northeast will reprogram the Super Tanks and turn them back on their creators. This is crucial to victory, as it provides just the distraction you'll need.

Intelligence Briefing

Although you'll assume control of a pre-built base in this mission, forget about building a big army. You've got a very limited supply of ore, and what's there isn't particularly close at hand. As a result, you'll need to win by stealth, not force.

This mission demonstrates the value of the APC. This handy vehicle can sneak infantry (in this case, Dr. Demitri) past tough Soviet defenses, thus sparing you the need to build a big force to muscle through.

Strategy

Your forces start at Point 1. Assemble your combat units into one group and your Engineers and Thief into a second group. Move both groups north, combat units in the lead, and have them attack a small Soviet base.

The base is defended by infantry and a pair of Flame Towers. Destroy all opposition, as well as the clusters of barrels nearby.

Damage the Power Plant and Sub Pen at Point 2 to the point where your Engineers can capture both structures. Capture them, then have your Thief infiltrate the nearby Ore Silo for credits, and build a Transport at the Sub Pen.

Monster Tank Madness

Difficulty: Easy to moderate

Mission Objective: Locate and evacuate Demitri.

Starting Forces: 2 Light Tanks, 2 Medium Tanks, 3 Rifle Infantry, 2 Rocket Soldiers, 2 Engineers, 1 Thief

Tactical Objectives

Dr. Demitri, creator of a new Soviet Super Tank, wishes to defect. Our plan to extract him while the Soviets were testing the Super Tanks has gone awry, and now Demitri is hiding in a village to the far south. Your task is to find our outpost and start repairs on it, then locate and evacuate Demitri.

Load all your Tanks and your best infantry onto the Transport and sail it up to Point 3.

Disembark your units at Point 3 and destroy a nearby V2 Rocket Launcher. Then send everyone up to Point 4 and take over the old Allied base you find there. Have the base's lone Ore Truck start collecting ore, and meanwhile send the Transport back for your remaining soldiers (fig. 7-9).

Fig. 7-8. These newly captured structures aren't pretty, but they're functional.

Repair damaged Tanks at the base's Service Depot. Also repair the Turrets and Pillboxes on the eastern edge of the base, and start building a Spy.

When the Spy is available, send him over to Point 6 by way of Point 5. Avoid the lone bridge that leads to Point 6; it's more direct than the Point 5 route, but there are Attack Dogs guarding it (fig. 7-10).

When the Spy reaches Point 6, have him infiltrate the Radar Dome (fig. 7-11). As soon as he does this, a trio of Super Tanks (they look like Mammoth Tanks) will start laying waste to the Soviet bases covering the eastern half of the map, starting near Point 7.

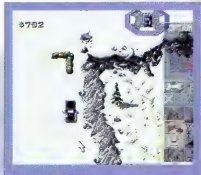


Fig. 7-9. Your only ore field is small, plus it's quite difficult to access. This makes building an army impossible.

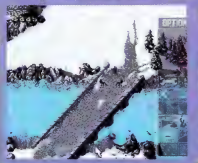


Fig. 7-10. Your Spy needs to avoid this bridge because it's the only spot on the map with Attack Dogs.

Wait a few minutes while the Super Tanks cause chaos (fig. 7-12). A few Soviet armor units may attack your base during this time, or they may not. Regardless, you want to give the Super Tanks time to deal lots of damage and clear a path.

After about two minutes, build an APC and send it by itself down to Point 9. If you waited long enough, the Tesla Tank that was previously parked at Point 8 will have been drawn away by the marauding Super Tanks, and your APC will have a straight shot at the village.

When the APC enters the village at Point 9, Demitri will automatically run out (fig. 7-13). Load him on the APC and send it straight back to your base. Put Demitri in the Transport Helicopter near Point 4 and you'll win the mission.

Fig. 7-11. Infiltrate the Radar Dome to turn the two Super Tanks on their masters.

Fig. 7-12. The Super Tanks lay waste to their former masters.

Fig. 7-13. Approach the southern village and Demitri will automatically appear.

PAWN

Difficulty: Very difficult

Mission Objective: Defend base until MCV arrives; destroy all Soviet units and structures.

Starting Forces: Modest base and defense force

TACTICAL OBJECTIVES

The Soviets are attacking a fake weapons facility because we've tricked them into thinking it's real. Your task is to defend the facility as if it were real until reinforcements arrive. Then, with the help of the reinforcements, destroy the Soviet Radar Dome to stem the tide of Soviet attackers. Finally, finish off all remaining Soviet units.

INTELLIGENCE BRIEFING

You've got 25 minutes before the MCV arrives and you can build anything you want. Before then, however, you're limited to defending your base effectively, while scouting as much of the map as possible (fig. 7-14).

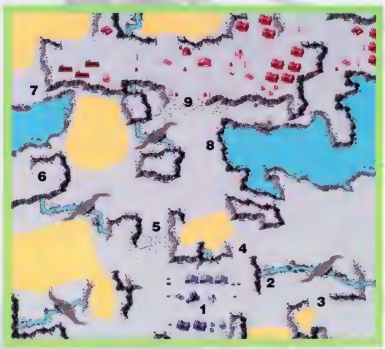
When the MCV shows up and you're able to build a fully functional base, you should be in a position to launch major strikes against Soviet ore-harvesting efforts.

STRATEGY

You start the mission with a base at Point 1. This base has a functional Barracks and defenses but the War Factories, Construction Yard, and other significant structures are all fake.

As the mission begins, you'll face small attacks from both the eastern and western edges of the base. Deal with these attacks, using armor to destroy armor and infantry to destroy infantry. Move your Rocket Soldiers toward the middle of your base, where they'll be less vulnerable to land strikes and more effective against air assaults.

Fig. 7-14. Defend your base until the timer runs out.



As the 25-minute counter ticks down, send a lone Light Tank to scout the land east of your base. Have it destroy the oil barrels near Point 2 and collect the money crate underneath them, then destroy the nearby bridge (fig. 7-15). Simultaneously have your Minelayer start to lay mines at Points 3, 4, and 5. These are crucial choke points that enemy attacks will come through; mining them makes your job a lot easier.

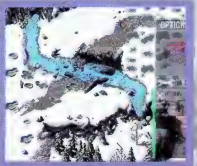


Fig. 7-15. Destroy all the map's bridges to simplify your task.

When the east has been scouted, send the Tank west. Have it work its way toward Point 6. When it reaches the vicinity of Point 6, a few Tanks and a Mechanic will appear on a Transport in the bay to the north. They're dropped off at Point 7.

While the Light Tank destroys the Supply Truck at Point 6 (thus collecting a money crate), move your Point 7 Tanks due north. Have them destroy barrels near a cluster of Soviet Airfields, but otherwise avoid conflict. Let them sit in the ore field at the map's extreme northwest corner. They can't do much damage to the main Soviet base if they try to attack, but what they *can* do is sit in the ore field and harass Soviet Ore Trucks that try to harvest ore up there.

Keep laying mines as the clock runs down toward zero. You'll have to defend your base from a few more assaults and repair any structures that get damaged.

When the timer reaches zero, an MCV and several friendly armor units will appear from the east. Move the MCV into your base and deploy it where the old, fake MCV was (fig. 7-16). Sell the fake War Factories and build an Ore Refinery and a real War Factory.

Fig. 7-15. Replace the fake Construction Yard with a real one.

Shortly thereafter, you'll find that a pair of Destroyers has appeared in the bay north of your base. Select these Destroyers and move them as far west as possible toward Point 8, where they can harass Soviet land units.

Assemble most of your new Tanks, leaving only a few armor units behind to guard the base, and take them northwest to destroy the map's three western bridges (fig. 7-17). The most crucial bridge is the one near Point 8; destroy it and you'll force Soviet units (including Ore Trucks) to pass through Point 8 in order to do just about anything.

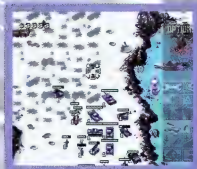


Fig. 7-17. Establish a Tank army just south of the Soviet base, near the water.

When all the bridges are gone, assemble your remaining Tanks and armor units (plus a Mechanic and a couple of Rocket Soldiers) at Point 8, very close to your two Destroyers. Leave them there. From there, they can destroy any Soviet Ore Trucks and armor leaving through the Soviet base's southern entrance, and thus limit the Soviet ability to attack or earn credits.

Meanwhile, keep a close eye on your base. Constantly repair structures after air attacks and maintain a good number of Rocket Soldiers to shoot down planes. You might also want to build an extra Pillbox or two to handle infantry attacks. Additionally, build more Ore Trucks as quickly as possible.

Keep adding to your army at Point 8. When it's extremely large (perhaps about 30 Tanks plus a few support infantry) you can stage an attack on Point 9. Destroy Tesla Coils first (fig. 7-18); the Soviets don't have a Construction Yard, so anything you demolish won't be replaced.

Fig. 7-18. Destroy those Tesla Coils as quickly as possible; they won't be replaced.

There's lots of ore on this map, so if you maintain your army near Point 8 you can continue to produce more Tanks than the Soviets can. Keep blasting away at Soviet defenses, and eventually you'll overwhelm them. Then clean up the stragglers to win.

NEGOTIATIONS

Difficulty: Moderately difficult
Mission Objective: Rescue hostages; destroy all enemy units.
Starting Forces: Tanya

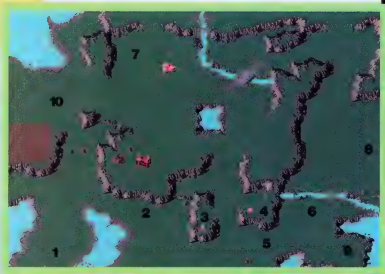
TACTICAL OBJECTIVES

A group of Soviets has holed up in a small town and taken hostages, and is now threatening to kill a hostage every five minutes. Your task is to locate the hostages and free as many of them as possible, then escort them to the safety of an abandoned church. Finally, return to your drop-off point to signal for reinforcements and finish off the Soviets.

INTELLIGENCE BRIEFING

Every five minutes, a hostage is killed and the timer at the top of the screen starts fresh. If you're fast you can make it to the hostages during the second five-minute timer. (Sorry, even if you're fast you can count on losing at least one hostage.)

Although reinforcements do appear late in the mission, they don't include an MCV—so don't plan on building a base. You'll need to manage these reinforcements carefully and keep them intact if you wish to finish off the remaining Soviets.



TIP You'll encounter several patrols consisting of soldiers and dogs as you proceed north. Attack Dogs are a priority target, as they can kill Tanya instantly.

STRATEGY

Tanya starts at Point 1. Move her east toward Point 2, where she can shoot a cluster of barrels to destroy some infantry and Attack Dogs lurking to the south.

Have Tanya destroy SAM Sites at Points 3 and 4. When both SAMs are gone, Helicopters will appear and destroy a Flame Tower at Point 5, thus clearing the way for Tanya to proceed (fig. 7-19).

Fig. 7-19. Destroy two SAM Sites to call in Helicopter assistance.

Go past the site where the Flame Tower was destroyed. At Point 6 you'll find a pair of soldiers destroying a house. Kill both soldiers and a grateful civilian will run out (fig. 7-20).

Follow the civilian north as he leads you toward the hostages. Keep Tanya ahead of him so you can defend him from roving patrols!

Fig. 7-20. Shoot the soldier before he can destroy the house, and you'll get a guide.

At Point 7 you'll find a Technology Center surrounded by barrels. Behind this Center are the hostages (fig. 7-21). Destroy the nearby barrels and the Technology Center goes up in flames; the hostages will escape and automatically follow Tanya from now on.

Fig. 7-21. The prisoners are behind the Technology Center, fenced in by Barbed Wire.

Have Tanya backtrack toward Point 9. When she reaches the forest near Point 8, have her stick to the extreme eastern edge of the map. That way, she can avoid a Tank roving through the area, plus she can locate the healing crate at Point 8 (fig. 7-22). (Don't pick up the crate yet unless it's absolutely necessary.)

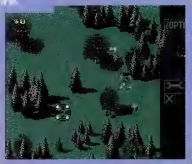


Fig. 7-22. Stick to the right and reveal a Healing crate in the forest.

Return the prisoners to the church at Point 9, then send Tanya all the way back to Point 1. When she gets there, several waves of reinforcements will arrive in the vicinity. Group them into infantry and armor groups, then slowly inch them north toward Point 10, adding reinforcements to each group whenever they arrive.

Southeast of Point 10 is a pair of Flame Towers that can be destroyed by long-range Artillery fire. Destroy them and then heal your armor units with the Mechanic. Around this time, a pair of Chronotanks will teleport in to add to your armor group.

When the Flame Towers are gone and the coast is reasonably clear, send your Demolition Truck toward the Tesla Coil at

Fig. 7-23. Use Artillery to attack from afar.

Fig. 7-24. This Demolition Truck didn't get quite far enough to damage the Tesla Coil. The player should have used a few Rifle Infantry to distract the Tesla Coil.

Point 10. Have a few scattered Rifle Infantry run in front of it. The idea is to crash the Truck into the Tesla Coil at Point 10; the infantrymen are bait and will prevent the Coil from destroying the Truck before it gets close enough to deliver its payload (fig. 7-24).

TIP Alternately, you can just charge the Tesla Coil with a mixed group consisting of all your armor units and several Rifle Infantry.

With the Coil gone, repair your armor units with your Mechanic and then destroy the small base in the vicinity of Point 10. From here on out, it's just cleanup; rove the map and destroy a few straggling Tanks and infantry to win the mission.

ABSOLUT M.A.D.NESS

Difficulty: Extremely difficult

Mission Objective: Stop the M.A.D. Tanks; Destroy all Soviet units and structures.

Starting Forces: Base with moderate defense force

TACTICAL OBJECTIVES

The Soviets have developed a potent new tank that detonates near targets, sending shock waves through the area that heavily damage armor units and structures. We must halt development of this weapon. Direct Spies into all three Soviet Technology Centers, which will reveal the location of the Tank's remote control station. Once this station is located, destroy it. This will halt production of the Tanks. Also, be sure to destroy the Iron Curtain that's protecting the Soviet Tanks.

This accomplished, destroy the entire Soviet base and all its inhabitants.

INTELLIGENCE BRIEFING

M.A.D. Tanks appear at regular intervals at Point 4. When they explode, they'll damage just about every structure and armor unit you possess—even those that are very far from the detonation.

Whenever a M.A.D. Tank is set to explode, you can move your armor units away to minimize the damage, but this isn't foolproof. The only real defense is to keep your structures in good condition by constantly repairing them, and to have enough Mechanics on hand to keep your vehicles healthy. Usually, it's only vehicles and structures that were previously damaged that get destroyed outright by the M.A.D. Tanks.

Your ore supply is limited, but it should be sufficient to get the job done. Don't worry if you've almost completed the mission but run out of ore. Ore slowly reappears after being harvested, so if you conserve your resources and wait long enough, you'll be able to raise a few additional credits.

STRATEGY

You start the game near Point 1 with a lot of credits and a base that's got several key structures already in place—but your defense force is limited, and you need more Power Plants. Immediately gather all your Tanks into a single group and add a Mechanic to it (it's cheaper than using the Service Depot).

Also, repair all your structures and build a few extra Advanced Power Plants and a second Ore Refinery. Start building Ore Trucks in the meantime.

A few Tanks and assorted Soviet troops will soon attack from the vicinity of Point 2, and another wave will later attack near Point 3.

TIP Later, you won't have to worry much about Point 3, but occasional Point 2 strikes will still happen—plus, your base will come under fire from a vast array of air strikes.

Add a couple of extra Turrets at Point 2 and then start adding Pillboxes and AA Guns to your base (fig. 7-25), both near Point 1 and at any spot where air strikes and Paratrooper drops are frequent.

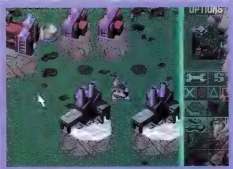


Fig. 7-25. Pillboxes and AA Guns are necessary from the very start.

Occasionally, M.A.D. Tanks will drive up to the hilltop at Point 4 and detonate (fig. 7-26). Keep your vehicles as far north as possible when these detonations occur, and immediately fix all structures and vehicles after the blast (fig. 7-27). (Again, use Mechanics instead of the Service Depot. It's cheaper.)

Fig. 7-26. This is the ridge where the M.A.D. Tanks always appear.

Fig. 7-27. When the M.A.D. Tanks appear, you'll get a warning, plus all the Mammoth Tanks on the ridge will glow with invulnerability.

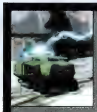
To summarize, then: This is how you should spend the early stages of the game.

1. Build an extra Ore Refinery and about five extra Ore Trucks, and have those Trucks harvest all the ore near your base, plus the gems at Point 5.
2. Add numerous Pillboxes and AA Guns until your base can more or less defend itself from air attacks.
3. Respond quickly to land attacks with your small Tank army.
4. Quickly repair your vital structures and units whenever they're damaged by M.A.D. Tanks or anything else.

TIP Vigilance is key. Always fix structures after they've been bombed or damaged by M.A.D Tanks, and always repair vehicles (especially Ore Trucks) with Mechanics after they've taken a beating. Also, note the locations of all air strikes so you can build more Pillboxes and AA Guns there.

Eventually your base will be more or less secure, thanks to AA Guns and Pillboxes. At this time, add a few Tanks to your defense force. Also around this time, the ore supply near your base (and the gems near

Point 5) should be drying up. Send your Tank army east to secure the ore fields near Point 6. Have it sit there with a Mechanic and perhaps a Rocket Soldier or two, destroying Soviet forces that trickle into the area and defending your Ore Trucks as they start to harvest ore in this area.



TIP Securing these eastern ore fields is key to victory. Destroy Soviet Ore Trucks in the vicinity as quickly as possible, and use your Mechanic to repair Tanks and Ore Trucks alike after battles and M.A.D. Tank explosions.

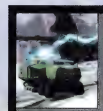
After you've got an army at Point 6 and added a couple of extra Tanks to defend your base, it's time to start infiltrating Soviet Technology Centers. Build an APC and put one of your three Spies into it. Drive the APC east to Point 7, and from there send it southeast through the largely unguarded mountain pass that leads into the heart of the Soviet base. By sneaking in through this pass, you can get your APC into the Soviet base without taking it past any deadly Tesla Coils.

Once inside the Soviet base, *keep the APC moving*. Send it right up to the Technology Center at Point 8, disembark the Spy, and have him infiltrate it. The APC will probably be destroyed in the process, but it doesn't matter.

Now build a second APC, load a Spy onto it, and drive it along the same unguarded mountain pass. Have the Spy infiltrate the Technology Center at Point 9 (fig. 7-28).

Fig. 7-28. After establishing base defenses and extending into the ore fields, send APCs with Spies to infiltrate the Soviets' three Technology Centers.

Finally, build a third APC and load in a third Spy. This time, have a Light Tank join the APC. Send the APC and Tank southeast along that same mountain pass until they're near Point 9, then have them cut west toward Point 10. Let the Light Tank precede the APC and thus absorb some of the damage it would otherwise take from Soviet defenders. At Point 10, have the Spy disembark and infiltrate the third and final Technology Center.



TIP Sometimes you can destroy M.A.D. Tanks before they get up to Point 4. After sending an APC into the vicinity of Point 9, look around in that area for a War Factory that produces M.A.D. Tanks. If you see a M.A.D. Tank, you can sometimes send a pair of swift Light Tanks along the Point 7 pass to harass and destroy it before it goes up to Point 4.

Fig. 7-29. Look for opportunities to harass the M.A.D. Tanks before they detonate.

When all three Technology Centers have been destroyed, flares will light up the island at Point 11. Build two Chronotanks if you don't already have them, and have them teleport to Point 11 (fig. 7-30). First have them squash all the infantry at Point 11, then destroy the Construction Yard and the other structures they find there. This puts an end to those pesky M.A.D. Tanks.

Fig. 7-30. Teleport Chronotanks to the southeastern island when the flares appear.

When this is done, mass all your standard Tanks together into one huge army. Add Mechanics, Rocket Soldiers, and a few Rifle Infantry. When you're finally ready, send this army across the map to wipe out all remaining Soviet units and structures. There are Tesla Coils guarding key entries, but otherwise you'll find the Soviet defenses to be mediocre.

TIP If your army isn't very large yet, just wait until you've gathered enough credits to build more Tanks. Ore fields might get depleted, but remember that ore slowly reappears, so you can often send Ore Trucks back to previously depleted areas to collect a few extra bits of ore.

When you've destroyed the last Soviet unit or structure, you've won. Congratulations! This was a brutally hard mission.

Fig. 7-31. Amass a big army and clean out the rest of the Soviets.

PART III: SOVIET MISSIONS

CHAPTER 8: SOVIET THEATER—UKRAINE

The Ukraine theater of war provides a solid introduction to the Soviet campaign. None of these missions are truly brutal, but all are challenging. They test a wide range of skills, from the methodical indoor hunt that is Mousetrap to the defense-oriented Legacy of Tesla.

MOUSETRAP

Difficulty: Easy to moderate

Mission Objective: Kill Stavros.

Starting Forces: 4 Attack Dogs, 4 Flame Infantry, 4 Rifle Infantry, 2 Engineers

TACTICAL OBJECTIVES

Your goal is to kill Stavros. If you approach this mission the wrong way, blundering here and there without observing what's going on, you'll find it difficult. If you proceed slowly and watch your surroundings, however, you'll find it easy. A steady stream of reinforcements makes this mission less frustrating than the typical indoor scenario; you needn't worry about saving every single Rifle Infantryman.

INTELLIGENCE BRIEFING

The only truly irreplaceable troops are your Engineers. If they die, you must restart the mission.

You don't have to cover much ground in this mission, despite what you might think at first. Stavros is highly mobile as long as the map's Chronospheres are in operation, but the instant you destroy them, he is easy to catch.

As always with indoor missions, selecting a low game speed simplifies your tasks.

STRATEGY

At the mission's start, your troops are arrayed at Point 1. Stavros is slightly north of them, fleeing toward the Chronosphere at Point 2. You can't catch him now, so sit tight (fig. 8-1).

Stavros enters the Chronosphere at Point 2 and reappears near the Chronosphere at Point 3. Meanwhile, a bunch of Allied Rifle Infantry appear at Point 2 and come after your troops. Don't move your guys an inch; your troops can handle the Allies just fine from where they are.

Fig. 8-1. Keep your men together at first.

Once those Allied troops are gone, move your troops north. We recommend splitting your troops into three groups—an Engineer group that lags behind the others, a main combat group, and a scouting group made up of a single Rifle Infantryman.

Send your Engineers to activate a console near Point 2. Once activated, the console causes poison gas to spew out of the floor near Point 3. Stavros, fleeing the gas, runs back into the Chronosphere and reappears at Point 4. At Point 4 he activates some consoles and causes a batch of Allied Rifle Infantry to appear at Point 5. Then he again enters the Chronosphere and reappears at Point 6. He'll stay at Point 6 until you flush him out again.

Use your main combat group to destroy the new Rifle Infantry. Then move

everyone toward Point 5. An Invincibility crate waits in the boxes south of Point 5, but you won't really need it.

At Point 7 you'll find a console (fig. 8-2). Have your Engineers activate it to destroy the Chronosphere at Point 5.

Now head for Point 8 with your soldiers in the lead. At Point 8 you'll find a curious sight—a Chronosphere that's almost destroyed. Have a lone Engineer enter the Chronosphere (fig. 8-3). He reappears in a moment or two at Point 9.

Fig. 8-2. Activate the Point 7 console.

Fig. 8-3. Hustle an Engineer into this damaged Chronosphere.

An Invincibility crate lies near Point 9. Have the Engineer collect it and immediately head north for Point 10. Poison gas blocks the way, but in his invincible state he can pass through safely.

When your Engineer reaches Point 10, a delayed explosion occurs. First, the four Power Plants near Point 10 explode. Then most of the Chronospheres on the map explode from lack of power. This process takes about a minute. Don't move your troops until the explosions stop. Destroying all those Chronospheres is important, because it limits Stavros's ability to flee.

Fig. 8-4. Whoever said an Engineer's life has to be dull?

Now move your combat units east toward Point 6, where Stavros waits. Don't do this until the Chronosphere near Point 6 is destroyed! It takes a while for the lack of power to destroy this particular Chronosphere.

As your units approach Point 6, Stavros again flees. Send your units past Point 11, avoiding the poison gas in the center of the room (fig. 8-5), and then north to Point 12.

Next, your troops must shoot their way through a cluster of infantry south of Point 12. A lone Flame Infantryman can deal a lot of preliminary damage before the rest of your troops approach.

When your men reach Point 12, they'll find Stavros. Shoot him to end the mission (fig. 8-6).

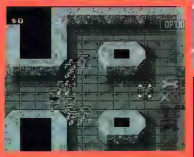


Fig. 8-5. Avoid the poison gas at the center of the room.

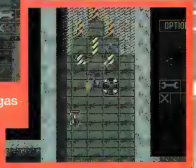


Fig. 8-6. Gun down Stavros to win.

TIP You receive reinforcements periodically throughout the mission, so it's OK to lose a few infantry and Attack Dogs in combat. Just keep your Engineers alive until one brigades the explosion at Point 10.

If you want to heal your troops, there are two healing crates at Point 13. But given the simple nature of the combat and the number of reinforcements you'll receive, you shouldn't need these crates.

PARADOX EQUATION

Difficulty: Easy to moderate

Mission Objective: Take control of the Allied Chronosphere.

Starting Forces: MCV, 2 Rifle Infantry, 2 Grenadiers

TACTICAL OBJECTIVES

The object here is to take control of a Chronosphere. The Chronosphere is on an island, and you're supposed to go through a lot of hassle to get there. But if you stick to the following strategy, you'll eliminate all that hassle. This mission isn't very hard if you know what to expect and what work you can avoid.

INTELLIGENCE BRIEFING

The Chronosphere is at Point 6. If you didn't know what to expect, you'd end up running all around the map looking for it. But the following strategy is much, much simpler. Namely, it involves setting up your base at Point 1, digging in, building a new minibase at Point 4, and sailing northwest to the Chronosphere island. You'll face a little opposition along the way, but it's nothing you can't handle.

STRATEGY

The mission begins at Point 1. Move your starting units northeast to Point 2 and establish your base. Two Ore Refineries and five Ore Trucks are more than sufficient.

Whenever you build Heavy Tanks in this mission, they come out as Tesla Tanks because of weird Chronosphere energy that runs rampant in this region. Build a few of these Tesla Tanks and send them over to Point 3, where a clump of trees blocks a convenient shortcut to the ore fields. Destroy the tree that is the farthest to the right, using forced Tesla Tank fire. The controls are finicky, so you might have to aim at a few different spots on the tree before getting it right. Once the tree is down, you can easily send Ore Trucks to the northern ore fields (fig. 8-7).

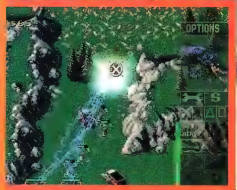


Fig. 8-7. Blast the tree to clear an easy path for Ore Trucks.

Continue building Tesla Tanks, and add a Technology Center and Service Depot to your base. Once these structures are in place, you can build new MCVs in your War Factory. Build one.

As you do this, have groups of Tesla Tanks guard the western edge of your base, and destroy the scattered infantry and armor units trickling in from the west. Build a Tesla Coil as well, so you can freely move your Tanks around and still maintain your base's safety.

Take four or more Tesla Tanks to Point 4, where they can sink the two Destroyers anchored in the nearby bay. Then send up your MCV and deploy it near Point 4, as close as possible to the sea. Build a Sub Pen near this new base.

Now build a Transport (fig. 8-8). Load five Tesla Tanks into the Transport, meanwhile leaving enough Tanks behind to guard your Ore Trucks and base. Sail the Transport to Point 5 and unload your Tesla Tanks.

Fig. 8-8. Load your Tanks onto the Transport for a very short journey.

NUCLEAR ESCALATION

Difficulty: Moderate

Mission Objective: Destroy the Relay Center, Technology Center, and all other Allied units and structures.

Starting Forces: MCV, 3 Heavy Tanks, 4 Grenadiers, 4 Rifle Infantry

TACTICAL OBJECTIVES

Your mission is destruction, pure and simple. The only real questions are where to build your base and which Allied base to attack first.

INTELLIGENCE BRIEFING

If you locate your main base at Point 2 and focus your early attacks on the western Allied base, you shouldn't have too much difficulty winning the mission. You might be tempted to go straight for the northern base in an effort to take out the nukes immediately, but the western base guards key ore fields that must be secured first.

STRATEGY

Your troops begin near Point 1. A small Allied force attacks them immediately. After this skirmish, move your units east to Point 2, deploy your MCV, and set up a standard base. We recommend putting an Ore Refinery right at Point 2 for easy access to the large eastern ore field.

Once you establish your primary buildings, build at least three Tesla Coils, preferably in a triangle so they can cover a large area and still defend one another. Your base is constantly under attack in this mission, mostly by units trickling in from the west and north (fig. 8-12).

When you've built an army of about 10 Heavy Tanks, you're ready to make a run for the western base. Send it due west, destroy the church at Point 6 for a money crate (fig. 8-13), then cut north toward Point 5. Attack the base and gut its defenses (fig. 8-14).

There are several Allied units and structures on this island, but none pose a real threat to your Tanks, provided you move the Tanks slowly and in a group.

Proceed around the southern perimeter of the island, destroying everything your Tesla Tanks find along the way (fig. 8-9). As your Tanks slowly approach Point 6, a particularly tough commando standing north of the Chronosphere attacks them. You should have no trouble with him if you cluster your Tanks and concentrate your fire.

Fig. 8-9. Blast your way across the island.

Fig. 8-10. The commando is no match for your Tanks' raw firepower.

The Chronosphere at Point 6 is heavily damaged. If you move your Tanks close to it, they'll tend to shoot it automatically—and your mission will fail. Silly Tanks! Keep them well away from the Chronosphere for now.

Build an Engineer and sail him over to the Chronosphere island on your Transport. Then send a single Tesla Tank to Point 6 and have it drive over the fence that surrounds the Chronosphere. Don't allow it to sit still until it's broken a hole in that fence and gone back to rejoin its companions.

Now have the Engineer take over the Chronosphere (fig. 8-11). It's already damaged, so he can safely take it over without softening it up first.

Once you've taken over the Chronosphere, you win.

Fig. 8-11. An Engineer can now take over the Chronosphere.

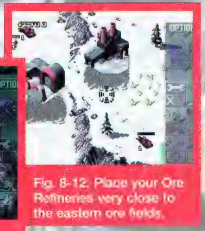


Fig. 8-12. Place your Ore Refineries very close to the eastern ore fields.

Fig. 8-16. Attack the northern base when you've got at least 15 Heavy Tanks.

At this point, you may create an Engineer and send him to the Point 5 base. Have him infiltrate the Technology Center near Point 5 to get advance warning of nuclear strikes.

Fig. 8-13. Blow up the church to collect a money crate.

Fig. 8-14. Attack the western base from the south.

Once you've destroyed the key structures of this base, your Ore Trucks are more or less free to mine the vast ore fields southwest of Point 6.

Fig. 8-17. Destroy this installation to stop the nuclear strikes.

Return your Tank army to your base and repair damaged units. Augment it until it contains at least 15 healthy Heavy Tanks (fig. 8-16) and some support infantry. When you're ready, send it north toward the base at Point 3.

Fig. 8-15. Infiltrate the Technology Center to get advance warning of nuclear strikes.

After you punch through the outer crust of defenses, you should be able to deal significant damage to the Allied base. It's particularly important to take out the Construction Yard in the upper right corner; take out the Gap Generator and the nearby Technology Center at Point 4 as well. If you don't have enough firepower left to carry out these tasks, simply wait until you can bring in reinforcements.

Eventually, you should demolish the remainder of the base. This is an ore-rich map, so you needn't conserve. Just keep churning out Heavy Tanks and rumble over everything in your path.

From this point on, the mission is mostly cleanup. To win, you must destroy all Allied units and structures—and surprisingly, all civilians. Hey, war is hell.

LEGACY OF TESLA

Difficulty: Moderate

Mission Objective: Wipe out all Soviet units and structures. Your task is made difficult by a MiG with a heavy payload.

Starting Forces: 6 Tesla Tanks, 4 Rifle Infantry, 1 Ore Truck

TACTICAL OBJECTIVES

Your task is to wipe out all Allied forces, particularly the MiG "Super Plane" in the map's southwest corner.

INTELLIGENCE BRIEFING

You can't destroy the MiG while it's in the air. You can and should build air defenses to ward it off, however, until you manage to land a force on the island where its airfield is located.

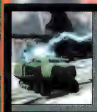
Once the MiG is gone, you should have little difficulty scoring a victory.

STRATEGY

You start with a base at Point 1. This base has a Barracks, an Ore Refinery, and a War Factory, plus a few defensive structures, but it lacks a Construction Yard. Immediately group your Tesla Tanks into a single strike force, and send your Ore Truck west to harvest nearby ore. A couple of Longbows come over to harass you. If they decide to focus on the Ore Truck, simply move the Ore Truck next to the SAM Sites near the southern edge of the base.

Build an extra Ore Truck and four Heavy Tanks. Then group four of your Tesla Tanks with the four Heavy Tanks and move these eight units west to Point 2. Also build three Engineers and have them wait at Point 2 as well.

When all these units are in position at Point 2 and you are sure you have at least 1,000 credits at your disposal, have the Tanks attack the small Allied base at Point 3.



TIP You'll need those 1,000 credits to build quick defensive structures once you've taken over the Allied Construction Yard.

Have your Heavy Tanks lead the attack on the Point 3 base while keeping the Tesla Tanks behind. Methodically destroy Turrets and other defenses, then make a full-scale attack on the base itself. Eliminate all Allied units, the War Factory, and the Barracks.

Now soften up the Construction Yard with a Tank or two and use an Engineer to take it over.

Once the Construction Yard is captured, immediately start building AA Guns on the coast just south of the Yard while continually repairing it. Ideally, you would build a total of four AA Guns in a close cluster.

Fig. 8-18. Repair that Construction Yard as quickly as possible!

TIP During this time, you will be harassed by several Longbows. If the Longbows manage to get the Construction Yard to the brink of destruction, have one of your spare Engineers run inside and instantly heal it back to maximum power.

Meanwhile, keep building AA Guns. The four AA Guns are extremely important—not only because they take care of the Longbows but because they also keep the MiG away from the Construction Yard.

Fig. 8-19. Here's where to build the line of AA Guns.

Once the line of AA Guns has been established (fig. 8-19), take over the nearby Shipyard and immediately repair it. A Longbow may be able to sit just outside the range of your AA Guns and fire on the Shipyard. However, you should be able to repair the Shipyard faster than the Longbow can damage it. If necessary, use an Engineer to fully repair the Shipyard.

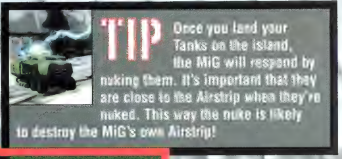
Continue to build Heavy Tanks in your original base and station them near the base's southern border (fig. 8-20). Small groups of Allied Tanks and infantry will approach every now and then, so you need to have units in place to deal with them.

Build four or five Destroyers and send them south toward Point 4, where they'll find a pair of Allied Destroyers. Once the Destroyers are dealt with, have your own Destroyers proceed south toward the island in the map's southwest corner. Destroy a few scattered ships that protect this island's borders.

Once all enemy ships have been destroyed, send your ships to the bay at Point 5. From here, have them shell any units or structures they can reach from the sea. If you use a Spy Plane to reveal the island, you should be able to neutralize the base's defenses, except for the nuclear-powered MiG.

Now build a Transport and load on two or three Heavy Tanks. Send the Transport to Point 5 and unload the Tanks. Then send both of your Tanks toward the Airstrip as quickly as possible and have them start shooting at it.

Fig. 8-20. Make sure you have Tanks at your base to defend against periodic incursions from the south.



TIP Once you land your Tanks on the island, the MiG will respond by nuking them. It's important that they are close to the Airstrip when they're nuked. This way the nuke is likely to destroy the MiG's own Airstrip!

Fig. 8-21. This Heavy Tank is in a good position, near the MiG's Airfield.

If the combined force of the nuke and your Heavy Tanks' shots didn't destroy the Airstrip, send down another Transport with Heavy Tanks to repeat this process until the Airstrip is destroyed (fig. 8-21).

Now you can relax. The rest of the mission consists more or less of cleanup, although it's fairly extensive cleanup.

Send your Destroyers north to the island at Point 6 and have them slowly circle it, taking out everything they can from the water. You can also send over a few Tanks in a Transport to get at those hard-to-reach units and structures.

When both islands have been cleared, gather all the Heavy Tanks that you've been building at your starting base (you should have 10 or 15, plus 2 or 3 Tesla Tanks if they've survived) and send them south toward the entrance to the Allied base at Point 7. If you need it, you can pick up a healing crate in the church just south of your base.

The Allied base is moderately defended, but with your large army you shouldn't have any problems. Continue to build Tanks as you attack, in case you need reinforcements.

When every Allied structure and unit has been destroyed, you win the mission (fig. 8-23).

Fig. 8-22. The foolish MiG has nuked its own Airfield!

Fig. 8-23. Send your Tank army south and clean up everything you find there.

CHAPTER 9: SOVIET THEATER—AUSTRIA

The Austrian theater of war starts out with a bang as you struggle to defend multiple bases in Proving Grounds. Soldier Volkov & Chitzkoi is an easy mission because of the two super-units you'll have the benefit of commanding. Saboteur is a base-building mission with a twist, and Top o' the World is a frantic arctic struggle to reach a friendly base before your units freeze.

PROVING GROUNDS

Difficulty: Very difficult
Mission Objective: Recapture the Soviet bases. Use Advanced Tactical Submarines to destroy Allied naval units.
Starting Forces: 2 Mammoth Tanks

TACTICAL OBJECTIVES

Your ultimate goal in this mission is to destroy all Allied naval units. Along the way, you'll need to repossess a series of abandoned Soviet bases. Each of these little bases is incomplete, lacking a crucial structure—or two or three. That's why you must capture all of them: You need those vital structures.

Once you reach the point where you've built a few Submarines, you've effectively won the mission. The enhanced Subs available in this mission can destroy almost anything with two shots.

INTELLIGENCE BRIEFING

The main difficulty in this mission is logistics. With small bases to look after at points 1, 3, 4, and 6, you could easily get bogged down defending them all. Never fear! The following Strategy section gives specific instructions for defending your numerous outposts.

Be careful with the nuclear Subs you build later in the mission. Their torpedoes damage a vast radius, so you must shoot them from afar!

STRATEGY

You start with a base at Point 1. This isn't a particularly useful base; it has a Barracks and a lot of defensive structures (such as Tesla Coils and Flame Towers), but no Ore Refinery or War Factory. The only two units in your base are a pair of Mammoth Tanks.

At the mission's start, a few infantry attack your base from the north (fig. 9-1). Send the Mammoth Tanks north to squash the infantry, then move them east toward Point 2. Along the way they must kill a few more infantry.

At Point 2, a Transport drops off two Artillery and a Light Tank. Finish these units off as quickly as possible and then move the Mammoth Tanks north toward the flare at Point 3.

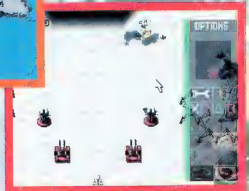


Fig. 9-1. Destroy the infantry attacking your base, then move on.

As the Mammoth Tanks proceed north, Tanya appears (fig. 9-2) on a beach slightly east of Point 2 and starts head-

ing north to the base at Point 3: She wants to blow it up! Unless you're incredibly fast, she'll blow up an Ore Refinery and a couple of Silos at Point 2 before your Mammoth Tanks manage to kill her (fig. 9-3). That's OK, though. Just make sure all three Ore Trucks escape unscathed. There are three Ore Refineries in the base to begin with, so losing one won't matter.

Once Tanya is dead, immediately send the base's three Ore Trucks toward the nearby ore fields. You must do this manually; they won't start on their own. Leave your least damaged Mammoth Tank near an Ore Refinery

Fig. 9-2. Keep an eye out for this Transport, which contains Tanya.

for defense. Then move the other one north toward the new signal flare at Point 4.

As you move your lone Mammoth Tank toward Point 4, you'll notice that yet another Transport has appeared east of the Point 3 base. Use the Mammoth Tank you left behind to squash the infantry it carries.

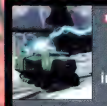
Fig. 9-3. Tanya managed to destroy an Ore Refinery and Silo, but that's OK.

When your lone Mammoth Tank reaches Point 4, you'll gain possession of another small base. This Point 4 base has a War Factory and a Service Depot. Immediately start building Heavy Tanks, and guide your Mammoth Tank into the Service Depot for some patching up.

Keep building Heavy Tanks. When you have six, take them (and the Mammoth Tank) due west toward the signal flare at Point 5. "Along the way, you encounter an Allied group consisting of two Artillery, two Medium Tanks, and a Light Tank, plus infantry. Destroy them, proceed to Point 5 (fig. 9-5), and destroy the Airfields and Naval Yard your Tanks encounter there.

Fig. 9-4. Repair your Mammoth Tank.

Fig. 9-5. Destroy the Airfields at Point 5.



TIP Continue to build Heavy Tanks during this time, allowing them to remain in the Point 4 base.

Also, be aware of the invulnerability power that you can bestow on any unit during this time, as a result of your having an Iron Curtain at the Point 1 base.

Around this time, a few Allied armor units will appear near your Point 3 base but will not attack; also, a fleet of naval units will appear south of Point 5 and start sailing south toward Point 7.

Once you've obliterated everything at Point 5, send your Tank group southeast toward the new signal flare at Point 6. As the Tanks proceed, keep them somewhat removed from the shore so they won't get decimated by cannon fire from Allied ships. Ignore the ships and keep your army moving, but do try to destroy the scattered Allied land units they encounter as they proceed toward Point 6.

At this time, you should also form a new Tank group from the Heavy Tanks you've been building at Point 4. Ideally, there will be at least four to six units in this new group. Use this group to clear any Allied armor units from the area around Point 3.

As soon as your original Tank group reaches the flare at Point 6, you'll take control of a final base. This Point 6 base features a Construction Yard and, much more importantly, a Sub Pen. Immediately start building Submarines. Every Submarine you build will possess a potent nuclear attack capability.

Send a Submarine to wait at Point 7 as soon as possible. Then send another to join it, and have another sail around

the horn, north toward Point 5. Destroy any and all Allied naval units they encounter along the way. Be sure to fire from a great distance, or your Subs will kill themselves!

TIP If you fail to catch Destroyers or Cruisers in time, they'll start to wreck the base at Point 1. Allied Transports will appear also and drop land units that attack Point 1. Scout as much of the sea as possible so you can catch these foes before they deal their damage.

At this point, the only thing that matters is building Subs and killing Allied naval units. Don't worry if parts of your bases are destroyed by ground attacks, planes, or Cruiser fire. Just keep the Sub Pen repaired, keep churning out Subs and the occasional heavy Tank, and keep your Ore Trucks near Point 3 alive, so the credits keep flowing in. Once you've built a few Submarines, you've got the mission well in hand.

The mission is a victory when you've destroyed all Allied naval and land units.

Soldier Volkov & Chitzkoi

Difficulty: Easy

Mission Objective: Destroy a pair of key Allied facilities.

Starting Forces: Volkov, 1 Cybernetic Dog, 2 Mammoth Tanks, 5 Heavy Tanks, 4 V2 Rocket Launchers

Tactical Objectives

Your goal is to destroy two key Allied structures. In practice, the bulk of this mission involves killing Allied units with Volkov and his companion, Chitzkoi. Eventually, this dynamic duo can free your Tanks and V2s in the southeast corner of the map, enabling you to wreck an important Allied base.

This is an easy mission. Volkov is practically indestructible, and numerous Healing Crates are scattered about the map.

Intelligence Briefing

Initially, this seems like a "trick" mission, but there's really no trick to it. Just lead Volkov and Chitzkoi from place to place, wreaking havoc along the way. They're so tough that the only way you'll lose them is through extreme sloppiness.

You have no Engineers and no Construction Yard on this mission. Therefore, you can use the credits you find in Crates only for repairs.

Fig. 9-6. Here come Volkov and Chitzkoi. Note the special canine parachute.

Strategy

At the start of this mission, a Badger Bomber drops off Volkov and Chitzkoi amidst several barrels. They land near Point 1 on the map. Immediately, several Allied infantry run in and blow up both plane and barrels. Chitzkoi attacks those not killed in the barrels' explosion. Amazingly, both Volkov and Chitzkoi are virtually unharmed.

You also start the mission with a base in the southeast corner of the map. Don't attempt to attack the Allies with units from this base. The Allies have three Turrets emplaced to the north, and your Tanks would face a tough battle there. For now, just use the armor units to defend your base.

Select Volkov and Chitzkoi, and send them north toward Point 2. On the way, a few more Allied troops hassle them, but they're no match for your bionic duo. Once the Allied units are cleared out, have Volkov destroy the nearby church. Inside the church is a Healing Crate (fig. 9-7). Use it now if Volkov or Chitzkoi are significantly damaged or if your Tanks have taken a beating.

Send Volkov and Chitzkoi north through the nearby minefield. They avoid the mines automatically. A few Allied units wait at Point 3, but again, your pair can kill them easily.

Have the duo proceed east toward Point 4. More Allied troops wait there, including a pair of Light Tanks. Use Volkov to take them out. Meanwhile, send Chitzkoi up to the Barracks. He destroys new infantry automatically as they run out of the Barracks.

Once Volkov has taken care of the Allied units, have him destroy the Barracks. Next, have him destroy each Pillbox at the four corners of the base. Also have him destroy any stragglers he finds as he goes along. All this might sound difficult, but it isn't; Volkov is practically bulletproof.

After you destroy the base's defensive units, use Volkov to demolish a Supply Truck near Point 4A. Inside the Truck is another Healing Crate (fig. 9-8). Also, if Volkov demolishes the remaining structure at Point 4A, you'll find a crate with 2,000 credits inside. Use the money to repair any damage your base has sustained.

Fig. 9-8. Destroy the Supply Truck for another Healing Crate.

Fig. 9-7. Blow up this church for a Healing Crate.

Send the pair south toward Point 5. Use Volkov to take out the three Camouflaged Pillboxes near Point 5; then send Chitzkoi ahead to Point 6. There are several Allied soldiers around Point 6, and among them is Tanya. If you're lucky, you can get her with Chitzkoi before she utters a word.

Fig. 9-9. Destroy Tanya before she can say a word.

Once you've eviscerated Tanya and her infantry pals (fig. 9-9), use Volkov to destroy the Control Center at Point 7 (fig. 9-10). This destroys the three Turrets guarding the entrance to the Allied base at Point 9. It's now possible to assault the Allied base with your Tanks and V2 Rocket Launchers. (If your units have been damaged, there's a Healing Crate in the Supply Truck at Point 8.)

It's time to attack the Allied base.

First, send your Tanks up to bait the Allied Tanks and pick them off. Once you've destroyed most of the Allied Tanks, use V2 Rocket Launchers to remove the two Pillboxes guarding the gates.

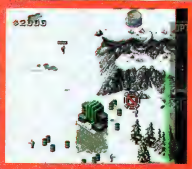


Fig. 9-10. Destroy this structure at Point 7.

There are a few Destroyers in the lake at Point 11. If you aren't careful, they'll attack your units while you siege the Allied base. This isn't a problem if you keep your units to the east side of the base, well out of the Destroyers' range.

Use your Tanks to destroy the Alloy Facility at Point 10, and the mission is complete (fig. 9-11).

Fig. 9-11. Finish off the Alloy Facility to win.

UNDERSIEGED

Difficulty: Easy to moderate

Mission Objective: Kill the Saboteur, then destroy all Allied units and structures.

Starting Forces: 6 Heavy Tanks, 2 Rifle Infantry, 4 Attack Dogs

TACTICAL OBJECTIVES

Your goal, in short, is to destroy everyone and everything on the map. The main twist in this mission is the Saboteur, who moves from one predetermined location to another, and periodically demolishes your base's vital structures. The Saboteur makes it necessary to hurry a bit, but not so much that this becomes a difficult mission.

INTELLIGENCE BRIEFING

You start at Point 1 with a large, sprawling base. You won't have the use of a Construction Yard, but because Tanks are really all you'll need and you have a War Factory, this isn't a problem.

This is one of those missions where cranking out Heavy Tanks is the key. You also must build several Submarines to take out a few Destroyers. It doesn't matter when you take out the Destroyers; ore isn't plentiful, though, so you might want to build the Subs early, so you don't run out of money and find yourself landlocked.

Apache Helicopters harass you throughout the mission. Because you aren't allowed to build units that can take them out, it's a good policy to ignore them. Whenever you encounter a Helipad, destroy it right away to reduce the number of Helicopters.

STRATEGY

You begin this mission with a large base near Point 1 on the map. It extends all the way to the bottom of the screen. The Saboteur also begins at Point 1. He promptly destroys your Construction Yard and the nearby bridge, then runs out of view and eventually reappears at Point 2 (fig. 9-12). (which is automatically revealed for you).

Fig. 9-12. The Saboteur appears at Point 2.

TIP

The longer you allow the Saboteur to run loose, the more buildings he destroys. Fortunately, the Allies aren't particularly aggressive and your base is fairly well defended at each entrance, making it possible for you to focus your attention on stopping the Saboteur.

Band your starting Heavy Tanks into a strike force and proceed out the south end of the base. Once they reach the bottom of the screen, send them west, then north toward Point 2. While your army's in transit, it's a good idea to build one or two more Ore Trucks and send them to the ore-rich southwest corner of the map.

When your Tanks reach Point 2, you'll see the Saboteur standing on a mountaintop next to a signal flare. As soon as you're in range to hit him, he runs

away—leaving you to deal with nearby enemy Tanks, Pillboxes, and Turrets. Four Destroyers wait just off the coast. It isn't necessary to destroy the entire base at this point; just destroy important structures, and ignore those that would put your Tanks in range of the Destroyers (fig. 9-13).

Fig. 9-13. Attack the north base with your Tank army.

Return the Tank army to your base and send any damaged units to the Service Depot. By now, you should have built up a fairly large number of additional Tanks. Once you have at least 10 Tanks (20 would be better), group them and send them northeast toward Point 3 (fig. 9-14). There's a well-defended base between Point 1 and Point 3, and your Tanks are likely to sustain significant damage along the way (fig. 9-15). Continue building new Tanks, and, if you have time during battles, send badly damaged Tanks back to the Repair Depot. You also may want to send Attack Dogs along with your Tanks, as they don't serve much of a purpose standing around in your base.

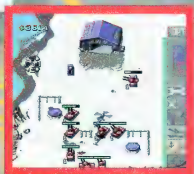


Fig. 9-14. Attack the base near Point 3.

Continue to level all Allied units and structures in the base around Point 3. In the northeast end of the base there's another mountain with a signal flare on top. Sometimes the Saboteur appears there, and sometimes he doesn't. If he does, try to shoot him down with your Tanks. If he's not there, or if you miss, don't worry. You'll get another chance soon.

Once you have removed the immediate threats in the area, proceed across the bridge toward Point 4. Destroy the Camouflaged Pillboxes there, then destroy the Technology Center. If you didn't catch the Saboteur before, he'll be in the Technology Center now and will die when you destroy it (fig. 9-16).

Fig. 9-15. Perhaps you'll see the Saboteur near Point 3.

Fig. 9-16. Destroy the Technology Center to put an end to the Saboteur.

Once the Saboteur is out of the picture, you have all the time you want. Hopefully, you managed to kill the Saboteur before he took out both of your Ore Refineries. If so, it's possible to build large Tank Armies and roll over the map without much trouble.

If the Saboteur did destroy both Refineries, you should still be able to complete the mission, provided you built lots of Tanks early on and didn't forget to make Submarines. Alternatively, you could take over the enemy Construction Yard to the east and build a new Refinery, but this is probably a non-issue, as you can easily catch the Saboteur before he destroys your second Refinery.

Destroy all remaining Allied units and structures to win.

TOP OF THE WORLD

Difficulty: Moderate to hard

Mission Objective: Get your Supply Truck to a Soviet base.

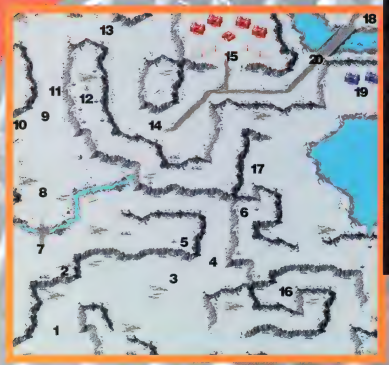
Starting Forces: 3 Heavy Tanks, 2 Mammoth Tanks, 3 V2 Rocket Launchers, 4 Attack Dogs, 4 Flame Infantry, 5 Grenadiers

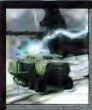
TACTICAL OBJECTIVES

Your task is to get a Supply Truck to the base at Point 15.

You have a one-hour time limit before your armor units freeze. Your infantry freezes after 20 minutes, but because they're next to useless in this mission, your real time limit is one hour.

One hour is more than enough time to win, so don't worry about exceeding the limit. By following the directions in the Strategy section below, you're likely to complete the mission in less than 40 minutes of game time.





TIP

Although you don't need to go there, we've marked certain significant sites on the map in case you want to make a detour and visit them.

Points 16 and 17 have Healing Crates. Point 18 is where Allied Tanks show up later in the mission. From Point 19 you can shoot the barrels near Point 20, thereby destroying the bridge and keeping those Tanks on the other side.

None of these locations must be visited, however. We recommend sticking to the main mission path.

INTELLIGENCE BRIEFING

This map's terrain is mazelike, with only one correct way to reach the base at Point 15. Follow the directions in the Strategy section closely to avoid frustration.

The basic tactic of this mission is to creep along the proper path, V2s ahead to take out hidden Turrets, Tanks slightly behind to deal with enemy Tanks that threaten the V2s. Your precious Supply Truck comes last, so that it is protected from Tanks and Turrets.

STRATEGY

The mission begins at Point 1. Take a few Tanks north toward Point 2 and blow up the AA Gun on the nearby ridge (fig. 9-17). Then group all your units, including the Supply Truck, and move them northeast toward Point 3. (It's important to take the Truck along, or enemy units will eventually locate and destroy it.) Keep the Truck toward the back of your group, so it doesn't fall victim to unrevealed Allied defenses.

Fig. 9-17. Destroy AA Guns as you proceed.

When your army reaches Point 3, an Allied Tank or two appear. Destroy them and the nearby AA Guns.

Now move your units to Point 4 and take out the two infantry at Point 5. Slowly move your units north from Point 5, and wait for your V2 Rocket Launchers to destroy the Turret at Point 6 (fig. 9-18). The V2 rockets can hit the Turret before you can actually see it on the screen.

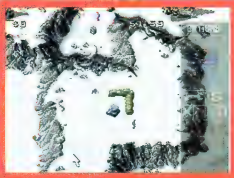


Fig. 9-18. Proceed methodically and reveal Turrets one by one.

TIP

It's important to keep your armor units in the best condition possible, so be patient with those V2s. Advance them slowly, because you get no replacement units.

After destroying the Turrets, have your units take out all remaining AA Guns in the area. Once you do, a Spy Plane and Parabombs become available.

Move your units west toward Point 7. Once you reach Point 7, several Allied Tanks and Artillery move in from across the northern river. Use your Tanks to take them out. You'll probably suffer some losses, but you'll be fine as long as you retain most of your Tanks. Ideally, you'll have five Tanks and two or more V2s left at the battle's end.

Once you've leveled all the Allied units, destroy the Mobile Gap Generator at Point 8 (fig. 9-19). Move your units slowly toward Point 9 and park the Supply Truck near Point 10 to keep it out of the line of fire.

Select the remaining V2s and move them north, step by step, to allow them to shoot any Turrets that come into range. The elevated area near Point 12 has six Turrets, so they'll have lots to do! Keep the Tanks close behind the V2s. Allied Tanks occasionally drive down from the north, and you'll need your Tanks to deal with them.

Fig. 9-19. This is the army sitting north of the river at Point 8.

Fig. 9-20. Demolish the Point 8 army and you've defeated one of your biggest obstacles.

After taking out the three Turrets encircling Point 12, move your V2s as close as possible to the cliffs at Point 11. The Gap Generator should be just visible at Point 12 (fig. 9-21). Use the V2s to take it out.

Slowly proceed north and then east toward Point 13. Bring the Supply Truck along, but keep it behind the Tanks. As you proceed south toward Point 14, use the same tactics as before: Move your V2s cautiously forward to destroy Turrets at long range, while keeping your Tanks close behind to deal with incoming enemy Tanks. Once you reach Point 14, there probably will be no enemy Tanks left. Send the Truck directly to Point 15 to score the victory.

Fig. 9-21. Here's the Gap Generator, encircled by six Turrets.

Fig. 9-22. At point 20 you'll find a bridge you can demolish to prevent Allied Tanks from showing up later. (Visiting this location is purely optional.)

CHAPTER 10: SOVIET THEATER—FRANCE

The French theater of war mixes subterfuge with overt aggression. Testing Grounds and Don't Drink the Water require fast, aggressive base building and fortification, and are won through powerful, grinding assaults. Let's Make a Steal, on the other hand, is an indoor mission requiring timing and forethought, and Test Drive requires subtle maneuvering of an invisible prototype Phase Transport.

TESTING GROUNDS

Difficulty: Moderate to hard
Mission Objective: Destroy all Soviet units and structures.
Starting Forces: MCV

TACTICAL OBJECTIVES

Your task is to clean out all Allied presence from a large island. The Allies have been using this island to test their newly developed Chronotanks, so you can expect a number of Chronotanks to harass you as the mission progresses.

INTELLIGENCE BRIEFING

This is a no-frills base-building mission. Although it's simple from a conceptual standpoint, be prepared for a tough fight. You'll need to establish a strong mining operation early, defend your base well, and aggressively mine ore fields while protecting your Ore Trucks with strong Tank armies. If you do everything right, the mission is quite manageable. If you fail on one of these counts, however, it's back to the old drawing board with you.

STRATEGY

Your MCV starts out at Point 1. Deploy it and start to build a typical base, emphasizing your ore-gathering operation. Build a total of three Ore Refineries and make sure that a total of five Ore Trucks are in operation. You'll be left more or less to yourself at first, so you can concentrate on Ore Trucks. Switch to base defenses, however, when bad guys start showing up.

Your base will sprawl east and west. At each end of the base, you should build two Tesla Coils right next to each other and then defend those Coils with thick Concrete Walls (fig. 10-1). Once you've got two protected Coils at each end of your base and a few Heavy Tanks roving around, you can stop worrying about base defense.

Fig. 10-1: Build double Tesla Coils at each end of the base and fortify them with Concrete Walls.

Mine the ore fields at Points 2 and 3 in the game's early

stages. Meanwhile, add a Naval Yard to your base, as well as a Technology Center. Keep building a heavy Tank army.

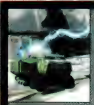
Periodic Chronotanks and more conventional forces will trickle in from the north and assault your base. They'll become much less of a concern when your Tesla Coils are in place (fig. 10-2).

Eventually, the ore fields at Points 2 and 3 will run dry. Direct all your Ore Trucks to the ore field at Point 4, sending up most of your Tank army to guard Point 4 as the Trucks mine there.

Meanwhile, build four Submarines and send them around the island to the west. Have them destroy all Allied naval units in the bay at Point 7. Add more Submarines as necessary, and build a lone Missile Sub as soon as possible (fig. 10-3). Sail it up to Point 7 and have it destroy targets visible from the sea.

Fig. 10-2. Once the Tesla Coils are in place, you needn't fear Chronotanks.

Fig. 10-3. Take over the bay at Point 7 with your Submarines.



TIP The Allies use Gap Generators, but you can sail your regular Submarines up to the shore to act as spotters and then let your Missile Sub (which is hanging well back from the shore) attack the targets that your regular Submarines reveal.

Continue to build Tanks and replace lost Subs. Eventually, the ore field at Point 4 will dry up. Mass almost all your Tanks into an army and have it drive to Point 5, destroying all Allied units there. If your naval units have already taken over Point 7, you won't have to worry about having Cruisers in the bay attack your Tanks.

Now leave your Tank army at Point 5 and have your Ore Trucks mine there. Destroy Allied units that attack your Tank army and any Allied Ore Trucks that try to mine the fields (fig. 10-4). Meanwhile, sail your Submarines and Missile Sub north around the coast toward Point 8, destroying everything they can see from the water.

Fig. 10-4. Move your Tanks into the Point 5 ore field and clean the area of Allied units.

Point 8 is an Allied Naval Yard. Destroy it with Submarines and continue to attack land targets with your Missile Sub (fig. 10-5). Eventually, you'll wreak so much havoc that the Allies start selling off buildings for Rifle Infantry. Destroy all remaining Allied units and structures, and you'll win (fig. 10-7).

Fig. 10-5. Have your lone Missile Sub destroy land targets.

Fig. 10-6. Let regular Submarines act as spotters, revealing targets for the Missile Sub.

Fig. 10-7. Mop up the stragglers with your Tank army.

LET'S MAKE A STEAL

Difficulty: Easy to moderate
Mission Objective: Steal an Allied vehicle and destroy the facility before exiting.
Starting Forces: Volkov, Chitzkoi

TACTICAL OBJECTIVES

The Allies are hard at work building a new vehicle. Stalin wishes you to steal the prototype of this new vehicle and destroy the facility thereafter, ensuring that the Allies cannot build any more.

INTELLIGENCE BRIEFING

This is an indoor mission facilitated by the immense abilities of Volkov and Chitzkoi. Enemy infantry are not a major threat, but rather an afterthought; the main difficulty lies in avoiding Pillboxes and other major nuisances, and in figuring out how to steal that top-secret vehicle. Follow the "Strategy" section below and you'll find that this is a relatively easy mission.

The most difficult part of the mission is probably the end, where you'll be tempted to destroy large numbers of Allied units instead of simply fleeing for the victory. Resist the temptation and take it easy on yourself!

Fig. 10-8. Activate this console to destroy a Pillbox elsewhere.

STRATEGY

Volkov and Chitzkoi start off at Point 1. Send them south, then east to Point 2. Activate the console at Point 2 to destroy a Pillbox elsewhere in the level (fig. 10-8).

TIP Scattered infantry will harass you as you pass through the level. Just kill them methodically; keep Volkov in front if Chitzkoi starts taking too much weapon fire.

Now proceed east and north to Point 3. *Don't* activate the console in this room; all this will achieve is turning off the lights in the complex for five minutes (fig. 10-9).

Proceed east, then south to Point 4. Activate the console at Point 4, then head back north and east to Point 5. Activate the console there.

Next, go south, and have Volkov infiltrate the Technology Center located at Point 6 (fig. 10-10).

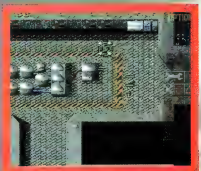


Fig. 10-9. Don't throw the console in this room; it will only turn off the lights and make your task more difficult.

Fig. 10-10. Infiltrate the Technology Center to steal the plans.

Now backtrack and make your way over to Point 7, a large room filled with Tanks. Kill the guards in this room (the Tanks have no crew and will not attack)

and proceed through the room's southern exit (fig. 10-11).

From there, go to the huge room at Point 8 that contains a nuclear reactor. South of the reactor itself is a small room with a console; activate it, and a counter will appear at the top of your screen (fig. 10-12).

Now head over to Point 9 and activate the console located in the hallway. After this, proceed west into the Point 10 room.

Fig. 10-11. Pass through the room with immobile Tanks.

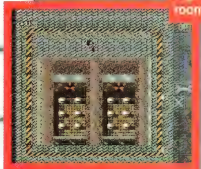


Fig. 10-12. Activate the console south of the nuclear reactor.

Fig. 10-14. It's not necessary to destroy the Tanks in the long exit corridor. Just keep heading east.

Head west through the Point 10 room, sticking to the room's northern edge. At Point 10 is another console to activate; get close enough and the Pillboxes in the southern part of this room explode.

Fig. 10-13. The console west of the War Factory deactivates some Pillboxes to the south.

Now have Volkov infiltrate the War Factory. He'll emerge in the prototype Tank. Send the Tank and Chitzkoi east to collect the healing crate in a crate-filled room south of Point 9.

From here, send both of them north to the beginning of the long hallway marked Point 11. Send them down the hallway, ignoring the Tanks and other enemies that they pass, in a mad dash toward Point 12 (fig. 10-14). Destroy any barrels that are actually blocking the way, but otherwise simply keep moving and ignore the bad guys.

When the Tank reaches Point 12, you've won the mission.

TEST DRIVE

Difficulty: Moderate

Mission Objective: Destroy an Allied Radar Dome and Technology Center; then destroy remaining Allied units and structures.

Starting Forces: Volkov, Phase Transport

TACTICAL OBJECTIVES

Stalin wishes you to field-test a prototype Phase Transport vehicle recently stolen from the Allies. This Transport is capable of "phasing", or effectively disappearing from view.

Infiltrate the Allied base and destroy its Radar Dome and Technology Center, thus destroying the Allies' communications ability. Reinforcements will then arrive to help you eradicate the base.

The Phase Transport must not be destroyed!

INTELLIGENCE BRIEFING

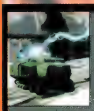
The Phase Transport is invisible, except that infantry and Pillboxes can see it if it gets into close proximity. For the most part, with a little careful driving, you can avoid detection.

Firing at the enemy causes the Phase Transport to become visible.

The end of the mission features a large-scale attack on an Allied base. You can use Volkov and the Phase Transport in this attack, but we recommend against it. Keep them out of combat as much as possible, and allow more mundane units to take the beating.

use the Phase Transport to destroy the two AA Guns at the perimeter of the base. Once both Guns are gone, reinforcements consisting of two Flame Infantry and three Shock Troopers will arrive.

Fig. 10-15: Destroy the Technology Center.



TIP If a stray Tank enters the base before the reinforcements arrive, try to keep Volkov out of the way. The Phase Transport should be able to handle it.

Fig. 10-16: Sneak out of the base when you're through.

STRATEGY

You begin this mission at Point 1 with Volkov and a Phase Transport. Put Volkov in the Transport and head north toward Point 2.

Inside the church near Point 2 is a healing crate. Don't use it now; it will come in handy later in the mission. Just note where it is.

Continue north toward Point 3, an Allied base. You should be able to sneak the Phase Transport in between two Pillboxes guarding the base entrance without detection.

Navigate the Transport into the center of the enemy base and let Volkov out. He should be able to pick off the infantry stationed nearby without much trouble. Then have him destroy the Barracks to prevent reinforcements from appearing.

With the Barracks gone, have Volkov destroy the Technology Center (fig. 10-15). At the same time, destroy all remaining structures at the base, except perhaps for the Pillboxes. Once everything has been destroyed, put Volkov back in the Transport and head to the southeast. Use the reinforcement infantry to provide a decoy while Volkov and the Phase Transport make their getaway (fig. 10-17).

Sneak the Transport into the southeast base at Point 4. There are a few more infantry guarding this base, so be careful. Once inside the base, take Volkov out of the Transport and have him clean up the infantry. Meanwhile, have the Transport run over as many infantry as possible.

When the immediate threat of infantry is gone, have Volkov destroy the nearby Barracks. Meanwhile, have the Phase Transport destroy the two AA Guns at the perimeter of the base (getting a sense of déjà vu yet?) and again you will get Shock Trooper and Flame Infantry reinforcements.

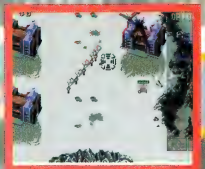
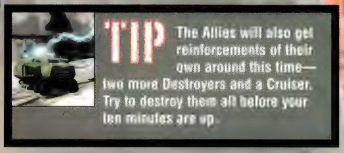


Fig. 10-17: Here's a wave of friendly reinforcements.

Have Volkov destroy the nearby Radar Dome. Once he does, you'll get a message that reinforcements are to arrive in 10 minutes. A fleet of Submarines will simultaneously appear to the south.

Leave Volkov, the Phase Transport, and any surviving infantry in the base for now. Select the Submarines and have them take out all the Allied Destroyers and Gunboats lurking in the southern sea (fig. 10-18). While you're busy destroying ships, three Missile Subs will show up to aid your cause.

Fig. 10-18. Destroy Allied ships with your Submarines.


TIP
The Allies will also get reinforcements of their own around this time—two more Destroyers and a Cruiser. Try to destroy them all before your ten minutes are up.

When the ten-minute counter expires, the first of three friendly Transports will arrive to the south. This Transport contains five Mammoth Tanks, the second contains five Heavy Tanks, and the third contains five Tesla Tanks.

While you wait for the last Transport, a small group of Allied Chronotanks will show up. However, if you use concentrated fire, you should lose only one or two units to them.

When all your reinforcements have arrived, send them as a group to scour the areas of the map you've already uncovered, including the bases at Points 3 and 4. Have them destroy any surviving Allied units or structures that they encounter.

When most of the map has been scoured, have one of your infantrymen go to Point 2 and destroy the church there. If your units are severely damaged, have him pick up the healing crate revealed when the church is destroyed; if not, have him remain there to pick it up when it can be of most use.

Place Volkov into the Phase Transport, then send the Transport into an isolated corner of the map. Leave it there, hidden from Allied view.

Now gather the rest of your units and send them north to Point 5. Just across the land bridge are two Turrets and two Pillboxes. Fortunately, your Tesla Tanks possess excellent range and can take out the Turrets without incurring collateral damage (fig. 10-19).

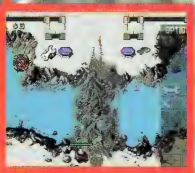


Fig. 10-19. Destroy Turrets from afar with Tesla Tanks.

While your Tesla Tanks destroy the Turrets, a steady stream of infantry and Chronotanks will attack. Engage them with your Heavy Tanks and Mammoth Tanks.

Once the Turrets and Pillboxes have been destroyed, send your army into the base at Point 6. Destroy it methodically.

When all allied units and structures have been destroyed, you win the mission.

Don't Drink the Water

Difficulty: Quite difficult

Mission Objective: Capture a Chronosphere; capture a Research Facility and destroy an Allied base.

Starting Forces: 5 Engineers; 3 Rifle Infantry; 2 Grenadiers

Tactical Objectives

The Allies are developing a new Chrono-based weapon at a nearby facility. Capture the Chronosphere and use it to send an MCV to the large island. There, capture the research facility and destroy the Allied base.

Your task will be facilitated by a Supply Truck full of poison, which will allow you to easily capture the Chronosphere.

Intelligence Briefing

The tough part of this mission comes right after you've deployed your MCV. During that time, you'll have to look after two bases simultaneously: a large northern base and a small southern outpost.

This task is easier if you build a small contingent of infantry at the southern base before establishing the northern one. If you fail to do this, sudden infantry

raids to the south can take out key structures before you're aware of what's happening.

STRATEGY

Your forces start at Point 1. Divide them into two groups: a combat group consisting of infantry and a non-combat group that includes the Engineers and the Supply Truck.

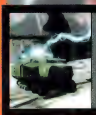
Send both groups east toward Point 2 on the map, destroying Allied infantry along the way.

When all of your troops have reached Point 2, send the combat troops ahead to take out three Allied soldiers stationed just to the east of Point 2. When they're gone, send all your units north to Point 3.

Just northwest of Point 3 is a Ranger. Take it out with your combat group. Then, send your Supply Truck over to the river at Point 4. It will automatically poison the river (fig. 10-20).

The river will now start to smoke in several places as the poison travels down stream. You'll also hear the death cries of soldiers in a nearby Allied base. Once the death cries have ceased, send your units southwest toward the base at Point 5. There will be no active troops or vehicles in the base, thanks to the poison.

Fig. 10-20. Poison the water supply, then wait a minute.



TIP Be patient! The poison will take a minute or so to work.

Send your troops to the northern part of the base, marked Point 6 on the map. Use your infantry to damage the Chronosphere into the yellow, then take it over with one of your Engineers. Once you do so, you'll receive an MCV. Also, take over the three nearby Power Plants.

Fig. 10-21. Attack the Chronosphere with infantry until it can be captured.

Once these four structures are captured, the Chronosphere will begin to charge up (fig. 10-21). Repair the Power Plants for maximum power output.

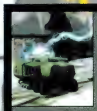
Also, capture the Allied Barracks near Point 5. Build a Thief or two there and raid the Silos to the west for some easy credits (fig. 10-22). Also, build some Rifle Infantry for base defense; leave them near the Barracks.

Fig. 10-22. Scorn some easy credits by sending a Thief or two into these Ore Silos.

When the Chronosphere is ready, use it to send your MCV across the water, into an ore field on the large northern island. Immediately send the MCV north to Point 7 and deploy

your Construction Yard there, near a bridge that leads to the ore field in the map's northwest corner. Build a Barracks, an Ore Refinery, and then a War Factory.

Fig. 10-23. Build a typical base, but do it fast.



TIP Be sure to send your Ore Truck to collect gems in the northwest before collecting regular ore. You'll need credits fast.

Scattered infantry and armor units will harass your Point 7 base in these early stages, so you'll need to build Tanks and Grenadiers, as well as Ore Trucks. Focus on building a healthy supply of both.

Fig. 10-24. There's a large cache of gems in the map's northwest corner.

A pair of Turrets is located slightly south of your Point 7 base. When you've got at least four Heavy Tanks and some downtime, take them out.

There will be periodic attacks on both of your bases, but especially against your northern base. Place a Tesla Coil surrounded by Concrete Walls at the northern base and another at the southern base whenever possible.

Several Allied ships will eventually appear and try to bombard the shore of your southern base (Points 5 and 6). Once you have established sufficient protection for your northern base at Point 7, build a Sub Pen just north of Point 6. (You may need to build an extra Ore Silo to extend your base to the coastline.) Build several Submarines and use them to counter the Allied ships.

Continue to build up an army of 15 to 20 Heavy Tanks in your northern (Point 7) base. When you've reached critical mass, send your Tanks into the Allied base to the east. Destroy structures methodically, wrecking everything except the Research Center at Point 8.

When everything else has been destroyed, build an Engineer. Send the Engineer over to capture the Research Center, and you win the mission (fig. 10-25).

Fig. 10-25. Send an Engineer into the Technology Center when everything else has been destroyed.

CHAPTER 11: SOVIET THEATER—SPAIN

Spain is the final Soviet theater of war; the rest has all been training for this glorious moment! Curiously, though, this theater of war is not uniformly brutal. On the one hand are extremely difficult, white-knuckle missions such as Brothers in Arms, while at the opposite end of the spectrum lie easy victories such as Mission Critical. Be prepared for anything as you tackle the Soviet campaign's last few missions!

GRUNYEV REVOLUTION

Difficulty: Moderate

Mission Objective: Destroy all civilians and civilian structures.

Starting Forces: 2 Heavy Tanks, 1 Mammoth Tank, 3 Rifle Infantry

TACTICAL OBJECTIVES

Citizens in the Grunyev province have been speaking out against Soviet involvement in Western Europe. Your task is to eradicate all civilian presence in the area, including structures.

Be warned, however, that the civilians you'll encounter will be armed with a wide variety of weapons.

INTELLIGENCE BRIEFING

This is a unique mission in that it can be beaten in two ways. If you're fast and efficient, sweeping through civilian bases with ease, you can beat the mission by destroying all enemy units and structures (which includes homes and churches). You must be sure to destroy *everything* to win this way.

However, if you fail to catch an escaping pair of Supply Trucks filled with women and children, Stalin's elite guard (a bunch of Mammoth Tanks) will show up. If this happens, you must fight them. You'll win when you've managed to destroy all of Stalin's Mammoth Tanks.

STRATEGY

Assemble your starting units and send them north-east along the road toward Point 2, a small village. As you enter the town at Point 2, a citizen with a rocket launcher will start firing at your forces. Attack him with concentrated fire, then watch for a civilian armed with a nuke who will emerge from the nearby church. (Keep your Tanks well back, attacking the civilian with a lone Rifle Infantryman so he'll blow himself up with minor damage to your forces.)

Send your remaining forces northeast to Point 3. Here you will find reinforcements, including an MCV. Send all of your units north toward Point 4 and establish your base near the map's north central ore field.

Build a typical base. As your base grows, try to guide it south and add an Ore Refinery on the extreme southern tip so you can efficiently mine the southern ore fields.

You'll need to build your base quickly, as there are several other enraged citizens who'll periodically attack your base. There also will be frequent planes dropping

Paratroopers and bombing your structures (usually Power Plants), plus enemy Ore Trucks and armor units (fig. 11-1). The armor units are sometimes augmented by the

Fig. 11-1. Beware of frequent air attacks.

Fig. 11-2. Avoid units affected with the Iron Curtain until the effect wears off; just keep repairing any structures they damage.

Iron Curtain (fig. 11-2).

Build a couple of Tesla Coils to guard your base from land attack, then add a SAM battery or two at the spot of the most frequent air attacks.

TIP

Concrete Walls are useful in this mission; use them to direct the incoming civilians and enemy units to a place where you can deal with them—preferably right to your Tesla Coils. Also, protect the Coils with double Concrete Walls.

Continue to mine ore rapidly and efficiently, extracting gems near Point 5 first, then cleaning out ore fields near Point 6 and west of Point 3 (fig. 11-3). Build a massive Heavy Tank army, complemented with a few assorted infantrymen.

When your Heavy Tank army is huge (at least 20 units), send it due west and then south toward Point 7, destroying enemy units along the way. At Point 7 is a rebel base. Methodically destroy it.

Fig. 11-3. Grab gems first, ore later.

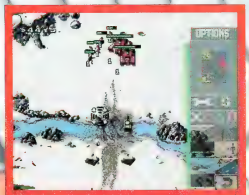


Fig. 11-4. You'll need a bigger force than this to destroy the southern rebel base.

TIP

Around this time you can build a Naval Yard and a Missile Sub if you wish to, then have the Missile Sub sail north and take out structures near Point 8 (fig. 11-5).

Fig. 11-5. Build a Missile Sub if you want to destroy buildings easily.

After destroying the Point 7 base, add more Tanks to your army and then send it north to the larger base at Point 8. Crash the gates if you have enough Tanks; if you don't have enough, wait and destroy rebel Ore Trucks as they enter and exit the base.

At some point in the mission, you'll get the warning that rebel women and children are trying to escape. Soon thereafter, a pair of Supply Trucks originating at Point 8 will attempt to drive south to Point 7, and from there off the map to safety.

If you destroy both of these Trucks, killing the women and children inside, Stalin's elite guard will *not* show up. You can then win the mission by destroying all remaining

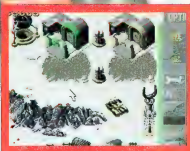


Fig. 11-6. Destroy all remaining enemies and structures, including these Construction Yards, if Stalin's lackeys don't appear.

enemies and all remaining structures on the map (including houses) (fig. 11-6).

If you fail to catch these two Trucks, Stalin's elite guard (a bunch of Mammoth Tanks) will decide that you're incompetent and appear from the west. They'll try to do your job, destroying civilians, and then turn on you because you're weak and worthless.

If the Mammoth Tanks do indeed show up, you must destroy all of them with concentrated fire. You'll win as soon as you've destroyed the last Mammoth Tank.

Fig. 11-7. Stalin's Mammoth Tanks are red, just like your units, and this may lead to confusion.

TIP Other elite forces will attack your base, but only the Mammoth Tanks arriving from the west must be destroyed to ensure the victory.

BROTHERS IN ARMS

Difficulty: Extremely difficult

Mission Objective: Infiltrate the Molotov brothers' compound, then destroy it.

Starting Forces: Spy

TACTICAL OBJECTIVES

The Molotov brothers, prominent arms dealers, are suspected of selling arms to Allied forces. Infiltrate the Molotov compound with your Spy to learn of these dealings, then return the Spy to his drop-off point to collect reinforcements. Crush the Molotov brothers with these reinforcements.

INTELLIGENCE BRIEFING

This is a rough mission no matter how you slice it: From the tricky business of getting your Spy in and out of the Molotov lair to the frantic base-building and tough base defense necessary to win the game, this mission is sure to give you fits.

Follow the instructions in the "Strategy" section closely, and don't be surprised if you fail on your first few attempts. You'll have to hone your skills to a razor edge to beat this mission.

It's absolutely crucial that you use the slowest game speed for this mission. At faster speeds, it's too easy to get overwhelmed.

STRATEGY

Your Spy is dropped at Point 1. Immediately select him and send him north to the Molotov base at Point 2. As he approaches the center of the base, the two Molotov brothers will approach one another and start conversing. Screenshot 11-8 shows you where they stand and where you should stand in relation to them.

After chatting for a short while, both men walk into the nearby Command Center, which had previously been guarded by an Attack Dog. The Attack Dog wanders off to the east as they enter, so your Spy can follow them inside, infiltrating the structure.

Fig. 11-8. The Spy can stand just north of the two brothers.

More conversation resumes inside. However, presently your Spy is discovered and reappears outside. The very instant

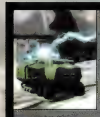
he reappears, select him and have him run straight south, ignoring everything else that's going on.

After the Spy passes the line of barrels at the southern end of the base (Point 3), have him cut slightly to the east so that he's directly south, or even slightly southeast, of the barrels. Then have him continue to run due south (fig. 11-9).

The Molotov brothers will soon release Attack Dogs and take a shot at the Spy. If your Spy followed the instructions we just set forth, running south and then slightly east as quickly as possible, the Attack Dogs will be killed as a Molotov brother accidentally shoots the barrels. This gives your Spy time to return to Point 1.

Fig. 11-9. Keep running south, meanwhile edging east to lure the Attack Dogs close to the barrels.

When the Spy reaches Point 1 you'll receive several Shock Troopers and assorted Tanks, plus an MCV. Have Shock Troops concentrate on enemy infantry while your Tanks destroy nearby armor units. When the coast is clear, send all your units northwest and deploy a base near Point 4.



TIP Don't deploy your Construction Yard close to the water. Late in the game, the Allies will attack with naval units.

Fan out your remaining units in a strong defensive position and start building Ore Refineries and Ore Trucks as quickly as possible, occasionally adding a Grenadier or even a Tank if enemy raids get too nasty. Your goal is five Ore Trucks and two Refineries.

Initially, have all your Ore Trucks mine the southern ore field, located due south of Point 4. During this time, you should build a Tesla Coil to defend the northern edge of your base. Place it right up next to the eastern ridge as shown screenshot (fig. 11-10), so it can destroy enemy Ore Trucks in the Point 6 ore field. Also place a SAM or two right next to it.

Fig. 11-10. Place the Tesla Coil at the northeastern edge of your base, where it can roast careless enemy Ore Trucks.

Place another Tesla Coil at the southeastern edge of the base, surround it with Concrete Walls, and also place a SAM right next to it. These Tesla Coils and SAMs will prove invaluable against the frequent land and air attacks that harass your base.

When your Tesla Coils and SAMs are in place, build a Naval Yard as you continue to build Heavy Tanks. Create a few Submarines; they'll be handy later in the mission.

TIP Also wall off the peninsula at Point 5. Tanya will be dropped there later, and if it's walled off, she won't be able to get through and damage your base.

When your Heavy Tank army consists of at least 10 Tanks and several Grenadiers or Rifle Infantry, send it east to sit in the Point 6 ore field. Be sure not to place it too close to a pesky enemy V2 Rocket Launcher that likes to pick on you from a fortified cliff.

As soon as your Tanks have assumed control of this ore field, your Ore Truck can start mining the area. Mine the area methodically, continuing to build Heavy Tanks and adding a Submarine or two. The enemy won't be able to launch many land attacks from this point forward, because you're cutting off their ore supply.

TIP Here are four handy tips:

- A small fleet of Allied Destroyers will appear to the north somewhere around this time; if you've got Submarines, you can destroy them quickly. Later a Cruiser will appear to the south. Again, Submarines are the key to getting rid of it.
- When you've got a free moment and several extra Tanks, destroy the Technology Center at Point 7 and collect the money crates underneath it (fig. 11-11).
- A pair of Chrono-tanks may teleport in to harass your Ore Trucks at some point. Keep your eyes peeled!

Fig. 11-11. This Technology center has money crates beneath it.

- Tanya will be dropped at Point 5 by a Transport late in the mission. If you've walled off the area, or if you have a couple of Attack Dogs set to guard the area, she won't be a problem (fig. 11-12).

Fig. 11-12. Tanya is foiled by the Concrete Wall.

Keep building that Heavy Tank army. When it's extremely large, attack the main base at Point 6. Destroy the gate defenses first, then concentrate on armor units and the Molotov brothers themselves. Both are supermen that pack a big punch and can take a tremendous beating, but they'll fall quickly before a substantial Tank army.

Destroy all remaining units and structures to win the mission (fig. 11-13).

Fig. 11-13. Wreck the Molotov base, leaving no stone unturned.

SHOCK THERAPY

Difficulty: Easy to moderate
Mission Objective: Destroy the town and its inhabitants, as well as all Allied forces.
Starting Forces: 10 Shock Troopers

TACTICAL OBJECTIVES

A small border town has converted to the Allied side. Take Stalin's elite Shock Troopers and crush the civilians, as well as any Allied forces that assist them. The mission is a success when nothing remains standing.

INTELLIGENCE BRIEFING

This is one of a few missions where you've got more forces under your command than you really require to get the job done. Sit back, relax, and have a good time as you show these civilians who's boss; just don't do anything foolish, and you'll eventually come out on top.

STRATEGY

Your forces start out at Point 1. Gather them all in a group and send them southwest toward the village at Point 2. Move them slowly because they cannot fire while walking; they should stand still when facing enemy vehicles so they can all fire.

After destroying a few assorted Allied vehicles, your Shock Troopers will reach Point 2. Reinforcements are dropped into the vicinity when you start blowing up civilian structures in this area (fig. 11-14).

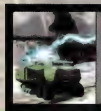
Fig. 11-14. Start wrecking houses, and reinforcements will appear.

Methodically blow up all civilian structures near Point 2, and kill all civilians in sight. Some civilians will flee into the base at Point 4; let them go for now.

Send your units to Point 3, where a lone house conceals a healing crate. Destroy the house and take the crate if you need it; otherwise, leave a man behind to pick it up later (fig. 11-15).

Fig. 11-15. Destroy the lone house to collect a healing crate.

Proceed east across a river crossing toward the Point 4 Allied base. Methodically destroy Pillboxes north of the base, then start tearing the base apart. Reinforcements will arrive around this time, including a pair of Missile Subs and Tesla Tanks.



TIP Watch out for a particularly nasty Pillbox concealed by trees, just north of the base.

Have your land units mass into a single group and deal with infantry while your Missile Subs tear apart structures. Focus on the structures closest to the water first (fig. 11-16).

Eventually, a fleet of Allied Destroyers will appear in the water east of the base. Destroy the remaining structures with your land units, keeping them well away from the water, and allow your Missile Subs to hide underwater (fig. 11-17).

Fig. 11-16. Focus on units and structures closest to the coast.

Fig. 11-17. Keep destroying structures until the base is nonexistent.

When the base is completely empty, send both your Subs and land forces north toward the village at Point 5. Again, keep your land forces away from the Destroyers so they don't take a beating.

Start wrecking the village at Point 5 and you'll get still more reinforcements, including a V2 Rocket Launcher, Engineers, and a Demolition Truck. Level the village and send all your units, both land and water, west toward the second Allied base at Point 6.

Fig. 11-18. Most of your new reinforcements are unnecessary.

Let your Demolition Truck smash into the Point 6 base and then follow up with a massive land and sea attack. Resistance is minimal, so you needn't be overly careful.

When all civilians, Allied land forces, and structures are gone from the map, you win. You can use the V2 Rocket Launcher to slowly take apart Destroyers

from long range if you choose, but this is unnecessary: Just concentrate on destroying everything on land and you'll eventually win (fig. 11-19).

Fig. 11-19. If you want to, use the V2 Rocket Launcher to harass the Destroyers.

Destroy the island's defenses, then use Volkov to assist our Scientist in researching and neutralizing the Bio Lab. Once the Scientist completes his mission, destroy the base.

INTELLIGENCE BRIEFING

You've got only 15 minutes to complete this mission. If you do it right, you'll need only 10 minutes or less.

The mission briefing suggests that you have to save both the Scientist and Volkov to win the mission. In reality, the Scientist disappears near the end of the mission and you need to worry only about Volkov.

STRATEGY

You start the mission with four Missile Subs and four regular Submarines, all stationed at Point 1.

Send your regular Submarines over to the shoreline at Point 2. They will spot two Power Plants and a Tesla Coil. Use your Missile Subs to destroy both Power Plants (but not the Tesla Coil) (fig. 11-20). The destruction of the Power Plants will cause all Tesla Coils on the island to go offline.

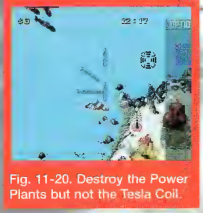


Fig. 11-20. Destroy the Power Plants but not the Tesla Coil.

Once the Power Plants are destroyed, the Bio Lab at the center of the island is revealed. Also, a Transport arriving from the south unloads Volkov and a Scientist near Point 3 (fig. 11-21). Use Volkov to kill the three enemy infantry stationed nearby.

Next, have Volkov destroy the Power Plants located at Point 4 (fig. 11-22).

Now send both Volkov and the Scientist north with Volkov in the lead, quickly dispatching all enemy resistance. When the duo

Fig. 11-21. Here come Volkov and the Scientist.

Fig. 11-22. Destroy the Power Plants at Point 4.

SITUATION CRITICAL

Difficulty: Easy
Mission Objective: Neutralize and destroy an enemy Bio Lab.
Starting Forces: 4 Submarines, 4 Missile Subs

TACTICAL OBJECTIVES

A radical faction has stolen a biological weapon and threatened to use it on the Allies—but it's so unstable that it could threaten us all. The faction must be stopped.

reaches Point 2, send them east and then south to Point 5.

Have Volkov destroy the three SAM Sites located at Point 5. Then continue south to Point 6 and have him destroy the second group of SAM Sites.

Once these SAM Sites have been taken out, send your Scientist to infiltrate the Bio Lab at Point 7 (fig. 11-23). While he's busy inside the Bio Lab, send Volkov east to Point 8 and have him destroy the SAM Sites there. Finally, send Volkov north to Point 9 to destroy the last battery of SAM Sites.

Once you destroy the last SAM Site, friendly MiGs will arrive and drop nukes near the center of the island, thus destroying the Bio Lab (fig. 11-24). Keep Volkov just east of Point 9 to avoid the blast: You will lose the mission if he dies.

If Volkov survives the attack, you win.

Fig. 11-23. Have the Scientist infiltrate the Bio Lab.

Fig. 11-24. Destroy the last SAM Sites.

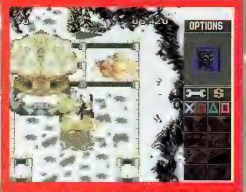


Fig. 11-25. So much for the Bio Lab.

DEUS EX MACHINA

Difficulty: Moderate

Mission Objective: Locate and recapture Volkov, then destroy all Allied units and structures.

Starting Forces: 4 Tesla Tanks, 2 Mammoth Tanks, MCV

TACTICAL OBJECTIVES

The Allies have captured Volkov in an attempt to learn the secrets of his construction. Destroy the four Allied Radar Domes in the area, thus allowing us to relocate Volkov.

The Allies also have discovered Volkov's control codes, and have turned him against us—so he will have to be destroyed instead of captured.

When Volkov has been located, seek him out and destroy him. Then, destroy all Allied units and structures.

INTELLIGENCE BRIEFING

To complete this mission, you have an hour and a half, of which you'll probably need an hour. Although the mission briefing indicates that your task is to rescue Volkov, it's pretty much guaranteed that he'll go ballistic and attack your men as soon as you find him. Prepare to destroy Volkov on sight, therefore, and don't worry about the subtleties of capturing or rescuing him.

STRATEGY

From the starting position at Point 1, move your units northeast to Point 2 and establish your base there between the two ore fields. Be careful not to let your units stray to the northeast; there are several Allied units stationed there.

Build the usual Ore Refinery, Ore Trucks, and War Factory. When your power level is high enough, place Tesla Coils at the extreme eastern and western ends of your base.

Allied attacks on your base will be fairly light, so it isn't crucial to build a big Tank army right away. A Demolition Truck will eventually make its way toward your base, but if you put those Tesla Coils at the edges of your base, they will safely eliminate this threat.

Once you have your base well established and protected, build both an Airfield and a Sub Pen.

Send a Spy Plane or two to scout the island at Point 5. Then build five Submarines, and have them take out the three Destroyers stationed at Point 4 (fig. 11-26). Next, have the Submarines follow the island's shoreline to the east and north. There are two more Destroyers waiting along the eastern coast. Take them out.

Fig. 11-26. Eliminate the Destroyers at Point 4.

When the Destroyers are gone, send a pair of Missile Subs to take out everything on the Point 5 island that's in range from the shore.

TIP Fortunately, there are several barrels surrounding the Construction Yard and a few other key buildings near Point 5. These can be destroyed easily with one Missile Sub shot.

Unfortunately, a Gap Generator hides some of the structures near Point 5. To remedy this situation, build a Transport and load it with five Heavy Tanks. Land the Tanks on the southeastern shore of the Point 5 island and slowly advance them. Eventually, they'll sight a row of seven Turrets located on a ridge to the north. Use your Missile Subs to help take out these Turrets.

Fig. 11-27. Use Heavy Tanks as spotters for Missile Subs.

Continue to move your Tanks inland slowly, using the Tanks mainly as spotters (fig. 11-27). Destroy everything on the island.

When the northwest island has been swept clean, it's time to direct your attention to the Point 6 island. As before, send a pack of Submarines to scour the island's shores and eliminate Destroyers, then move in Missile Subs when the coast is clear to bombard the island.

Fig. 11-28. These shacks contain valuable money crates.

When the Allied forces on the Point 6 island have been rendered ineffective, land a few Paratroopers on the island to finish off any unreachable buildings. Also, be sure to destroy the six drab structures lined up near the shore because each of them hides valuable money crates (fig. 11-28).

Send your navy back to your base and repair any damaged Subs. Then, send the Subs to scout the bottom edge of the map. Have them proceed east and then north until they run into three Destroyers at Point 7. Take them out.

With the Destroyers gone, bring in your Missile Subs and park them at Point 7, near the shore. Leave them there for later.

By now you should have amassed an army of 20 or more Heavy Tanks plus support infantry. Move this army east toward Point 9 and then Point 10 on the map. Destroy literally everything in the army's path.

After demolishing the Allied base, have your army proceed south and then west, then loop up to Point 8. Have it destroy the Radar Dome there—it should be the very last one on the map (fig. 11-29).

When you destroy the last Radar Dome, you are told that Volkov is in the fake Weapons Factory.

Continue destroying structures near Point 8. The research center, when destroyed, yields a healing crate.

The fake Weapons Factory containing Volkov is very close to Point 8. Destroy it, and Volkov will appear. He's insanely tough and will take down lots of Heavy Tanks, but if you concentrate the entire army's fire on him, you'll eventually finish him off (fig. 11-30).

When Volkov is destroyed, scour the map for stragglers. When every last Allied unit and structure is gone, you've won.

Fig. 11-29. Finish off the Radar Dome near Point 10.

Fig. 11-30. Volkov is almost a match for a Heavy Tank army.

PART IV: GIANT ANT MISSIONS

CHAPTER 12

Beat either the Allied or Soviet campaign. After the credits roll, you'll find yourself back at the big map of Europe and Asia; your rank is General. Save the game to memory card, then move the cursor over England. You'll find a new theater of war there: the Giant Ant Missions. Click on England to start the campaign (fig. 12-1).

Once you start this campaign, it's all or nothing. You must win all four missions in a row without stopping—that's right, there's no opportunity to save the game. Whoever said it would be easy?

Fig. 12-1. Click on England to start the secret campaign.

INTELLIGENCE BRIEFING

The Ants are vicious, capable of killing a soldier in a single bite, and chewing down both Concrete Walls and base structures with equal ease. You'll face two varieties of Ants in this mission: Scout Ants and Fire Ants. Scout Ants are relatively weak, but their bite does good damage. Fire Ants are more fragile but far deadlier: Their attack resembles the fiery gouts of a Flame Tower. You can kill Scout Ants quickly with tight clusters of Rifle Infantry, but your infantry must spread out while attacking Fire Ants, or they'll all get roasted at once.

Rangers are useful against the Ants, but you can't afford many of them, and you can't put them on the front lines. The Ants' bite will kill a Ranger almost as fast as it will a Rifle Infantryman—and Rangers cost a lot more than infantry. Hordes of cheap Rifle Infantry, plus a Grenadier or two, are your best bet for winning this mission.

Slow game speed is absolutely essential in this mission.

MISSION 1: CONTACT

Difficulty: Extremely hard

Mission Objective: Recover the abandoned base. Hold off the Ants for 30 minutes, while keeping the base intact.

Starting Forces: 1 Ranger, 4 Rifle Infantry

TACTICAL OBJECTIVES

Your goal is pure defense. You must recapture and defend the abandoned Allied base from an Ant onslaught for all of 30 minutes.

While you must defend your base, you theoretically don't have to keep it perfectly intact. In practice, though, you can't afford to allow the Ants inside your base for more than a moment or two. Anything more than that and they'll tear everything to shreds.

STRATEGY

As soon as the mission starts, immediately send all your units north from Point 1. Have your Ranger head toward Point 8 while the Rifle Infantry march slowly toward the base at Point 2.

The Ranger should destroy the oil barrels at Point 8, collect the money crate beneath them, and immediately rejoin the soldiers at Point 2 (fig. 12-2).

Fig. 12-2. Destroy the northern oil barrels for a money crate.

As soon as your soldiers enter the base, a timer starts, reflecting the amount of time you must defend the base.

Fig. 12-3. Get the Ore Truck going as soon as possible.

As soon as your men enter the base, immediately repair all base structures and have your Ore Truck start harvesting from the ore patch near Point 3 (fig. 12-3).

Send a single Rifle Infantryman to Point 4. Have him blow up the barrels there and collect the money crate left behind after the explosion. Produce several new Rifle Infantry with the cash you collect.

Your base and Ore Truck will come under attack from various directions throughout the mission. Here's the game plan you should follow to win.

Fig. 12-4. Initially, you should simply try to get a few soldiers or Rangers to guard each entrance.

Most attacks will come from points 5, 6, and 7. Also, some Ants will go after your Ore Truck near Point 3. Therefore, immediately build several Rifle Infantry and position them at points 5, 6, and 7. Once you have at least three infantry at each gate, send your original soldiers and Ranger down to guard Point 3 (fig. 12-4).

Make sure your soldiers at all these spots don't clump together, so a single Fire Ant attack won't kill them all. Keep adding to all four groups as more ore rolls in, but always leave a few hundred credits for repairs. Replace infantry as they fall, and be sure to repair Pillboxes as they sustain damage.

Build a single Minelayer and use it to mine points 5, 6, and 7. These entrances are narrow enough that three mines in a line can block them. Create double or triple rows of mines at each entrance, and keep replacing them as they're detonated (fig. 12-5). Mines are vital to slowing down major attacks.

Fig. 12-5. Eventually, each entrance should look like this: thick mine clusters and lots of defenders.

Just keep adding to all four defense groups. Keep your men spread out, and keep game speed slow so you can micromanage combat.

You'll face major assaults at approximately 20 minutes and 4 minutes on your mission timer, respectively. These assaults generally smash points 5, 6, and 7 all at once. They won't be a problem if you've dutifully placed and replaced mines at all three entrances.

TIP

The northeast corner of your base's walls might get chewed away by Ants. If this happens, place mines in the exposed corner (fig. 12-6).

Fig. 12-6. Mine any holes in the walls as quickly as possible.

At some point, you'll exhaust the ore near Point 3. When this happens, just send the Ore Truck into your base and sit tight; you don't need more ore to win.

When the mission timer reaches zero, reinforcements appear and the mission is a victory (fig. 12-7).

Fig. 12-7. Reinforcements show up when you've won.

MISSION 2: EVACUATION

Difficulty: Hard

Mission Objective: Destroy the map's bridges, and rescue the civilians.

Starting Forces: MCV, 2 Medium Tanks, a base in disrepair

TACTICAL OBJECTIVES

You have two distinct goals in this mission. First, you must destroy the map's bridges. Second, you must evacuate civilians from two towns and get them to safety.

This is a difficult mission, but it's winnable if you're patient. The key is to build up a large Medium Tank army before attempting much of anything. If you try to accomplish your goals before you've built up a sufficient army, all will be lost as Ants swarm over your forces.

INTELLIGENCE BRIEFING

Some of the map's bridges are already demolished at the mission's start. Only three remain. These three bridges connect the island at Point 5 to the rest of the map. Why must you destroy them? There's an Ant nest at Point 5, and it can produce an infinite number of Ants. To win, therefore, you must destroy these three bridges and isolate the island. If you fail to do this quickly and decisively, you'll find yourself in serious trouble.

The two villages you must save are at Points 3 and 5 on the map.

STRATEGY

You start with an MCV and two Medium Tanks at Point 1, plus your base from the last mission (at Point 2). Look closely and you'll see that the map you're on is the same as before, only a bit larger this time.

Drive the MCV and Tanks into the base and deploy the MCV.

Build extra Pillboxes at the northern, western, and eastern entrances to your base. Make sure there are at least two (preferably three) regular Pillboxes at each of the three locations. These Pillboxes will kill Ants before they get into your base, and make base defense much easier. You should be able to hold your base indefinitely with no casualties once you build these defenses.

TIP

Note that the map is slightly different from the map in the last mission; the southern approaches to your base are now blocked by trees, so you needn't worry about defending them (fig. 12-5).

Fig. 12-5. These trees prevent Ants from attacking your base from the south.

Fig. 12-9. Several Pillboxes at each entrance will ensure solid defense.

Start building Medium Tanks, and two or three extra Ore Trucks as well. Harvest the ore near your base. By the time that ore is gone, you should have built several Tanks. Send a group of Tanks and infantry east toward Point 3, along with your Ore Trucks. You'll find new ore here; let the Trucks start gathering it, while your Tanks and infantry scout the area and protect the Trucks.

There's a village at Point 3, and civilians will emerge when your forces arrive (fig. 12-10). Immediately send those civilians into your base and leave them there.

Keep building Tanks, meanwhile defending Ore Trucks with your Tank army (fig. 12-11). Build another Ore Refinery at the eastern edge of your base if you want to speed up the mining process.

Fig. 12-10. Civilians appear as soon as your forces arrive.

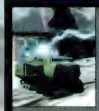
Don't forget about the money crates south of the village at Point 3.

Fig. 12-11. Defend your Ore Trucks from attack.

Build Tanks until you have at least 20, plus several Rangers. This requires patience, but it's necessary. Don't try to scout the map during this time. Just defend your base and Ore Trucks.

When your big Tank army is ready, roll it north toward Point 4, which is the anthill generating most of your foes. Eventually, your army will run into the southernmost of the three bridges connecting the Ant island to the rest of the map. Have your Tanks destroy this bridge with the Force Fire command. Don't let them fight the swarming Ants, except for the very closest! Force them to shoot the bridge instead, even though they take heavy casualties. Eventually, the bridge will fall.

Fig. 12-12. Shoot bridges first. Ants later!

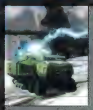


TIP

There's an infinite supply of Ants. That's why you have to bite the bullet and let the existing Ants attack your forces; shooting them is pointless. Destroying the bridges is the only way to keep the Ants in check (fig. 12-12).

Once the bridge is out, send your troops to the westernmost of the three bridges and repeat the process, destroying it. When that bridge is gone, send reinforcements to bulk your army back up. Then send it north to Point 5 to finish off the third bridge.

There's a village at Point 5, and villagers will spill out as your forces destroy the bridge. Concentrate first on the bridge, then round up the villagers and send them into your base, or just move them aside while the Tanks fight and send them south when the coast is clear.



TIP The Ant nest is most active when your troops are near the bridges, and least active when you don't have any troops nearby. That's why it's counterproductive to attack the bridges with anything less than a massive strike force. You'll just cause more Ants to emerge and make your job more difficult. If your army fails to take out all three bridges on the first try, try again, this time building more Tanks before launching your big assault. And remember to stay well away from the nest until that assault begins.

Once you've sealed off the nest, you can use your remaining Tanks to clear a path to Point 6. Send civilians from both villages to stand at Point 6, then load them in groups into the Transport waiting there (fig. 12-13).

Fig. 12-13. Load some civilians onto the Transport and send them to safety.

Send the Transport to the island at Point 7. When civilians from both villages touch ground at Point 7, the mission is a success.

MISSION 3: COUNTERSTRIKE

Difficulty: Moderate

Mission Objective: Destroy the Ant nests.

Starting Forces: MCV, 2 Mammoth Tanks, 2 Medium Tanks

TACTICAL OBJECTIVES

Your goal is to destroy all Ant nests on the map. This isn't a difficult task if you approach it methodically. As with the last mission, the real key is to build up a decent number of Tanks before trying to go after the nests.

INTELLIGENCE BRIEFING

Only civilian specialists can destroy the nests. You get a bunch of specialists soon after the start of the mission, but you need only one of them to destroy all the nests.

The civilian specialist destroys nests by applying toxic gas. Gassed nests will still occasionally disgorge Ants, but the gas damages or kills these Ants before they get very far.

Just because a nest is gassed, don't assume you'll never have to worry about it again. Gassed nests are less of a problem than healthy ones, but they can be a problem nonetheless.

STRATEGY

You start at Point 1. Deploy the MCV near the nest at Point 2, and set up your base. Build clusters of Camouflaged Pillboxes near the river crossings at Point 2, and also slightly north of your base. These Pillboxes will kill Ants that try to cross the river and Ants coming from the north.

Harvest the ore south of Point 1, and use your Tanks for base defense while constructing the Pillboxes (fig. 12-14).

Very soon you receive several civilian specialists at Point 1. Immediately send one over to the nest at Point 2, using your Tanks to distract any Ants emerging from it. The specialist gasses the nest when he gets close enough (fig. 12-15).

Fig. 12-14. Establish a defensive wall until the Pillboxes are in place.

Fig. 12-15. Gas the nest by sending a civilian specialist to stand on its bottom-right corner.

Keep building clusters of Pillboxes, and add a Service Depot to your base (fig. 12-16). Build extra Medium Tanks as well, and repair damaged Tanks at the Service Depot.

When the ore south of Point 1 dries up, send all your Tanks north with your Ore Trucks. There's a rich patch of ore north of Point 1, but you'll need Tanks to kill the Ants there and defend your Trucks. Don't let your Tanks roam; just take over enough of the ore field to allow further mining (fig. 12-17).

Fig. 12-16. Build large clusters of Pillboxes to defend your base.

Fig. 12-17. Guard your Ore Trucks, but don't wander.

Leave your Tanks in the ore field, meanwhile building new Medium Tanks. Leave a couple at your base for defense, and send the rest to augment your army in the ore field. When at least 10 Tanks have gathered in the ore field, you're ready to take out another nest.

Build an APC and load a single civilian specialist onboard. Send it up to sit with the Tanks. Then move the whole group north to Point 3. Have the Tanks take out nearby Ants. When the coast is clear, drive the APC up to the nest and unload the specialist. Gas the nest.

This is the basic procedure for beating the mission. Keep adding to your Tank army, sending it ahead, and clearing out Ants. When the coast is clear, use the specialist in the APC to finish off nests.

The remaining nests on this map are at points 4, 5, 6, 7, and 8 (fig. 12-18). We recommend driving your army counterclockwise around the map, taking out nests in numerical order. If you advance methodically and keep adding Tanks to your army (to replace destroyed ones), you'll have few difficulties beating the mission.

There's an abandoned Soviet base at Point 5. You could take it over with Engineers, but there's really no point. You already have everything you need to win, so just keep adding Tanks to your army and roll across the map (fig. 12-19).

Fig. 12-18. The last few nests are usually the best defended.

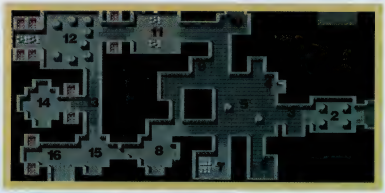
Fig. 12-19. You don't need to capture the abandoned Soviet base—but you can if you really want to.

MISSION 4: ANNIHILATION

Difficulty: Moderate to hard

Mission Objective: Destroy all Ants, including the dreaded Queen Ant.

Starting Forces: 5 Rocket Soldiers, 2 Medics, 4 Grenadiers, 8 Flame Infantry, 5 Rifle Infantry, Stavros



TACTICAL OBJECTIVES

Your task is to clean out the Ants once and for all. It isn't an easy job, but you've got two things in your favor—some pretty significant power-ups scattered throughout the base, and Stavros. Stavros is sort of a mini-Tanya. His weapon range isn't as good as Tanya's, but his weapon power is excellent against armored foes. And, unlike Tanya, Stavros automatically shoots at anything that threatens him.

INTELLIGENCE BRIEFING

This is a typical indoor mission. It requires patience and slow game speed.

You can afford to lose a few soldiers, but not Stavros.

The mission becomes considerably easier after you discover and reactivate the generator. Before you do this, the map will continually reshroud as if Gap Generators were in place.

We won't explicitly tell you to do these things as the mission progresses; however, you should always:

1. ***Kill any Ants and Larvae in your way.***
2. ***Blow up any convenient barrels.***
3. ***Heal your troops (especially Stavros) when they're injured.***

STRATEGY

As the mission starts, two soldiers you don't control run west from Point 1, into the waiting jaws of some Ants. Have Stavros shoot the nearby barrels to kill the Ants.

Move everyone west to Point 2. Kill the Ants and Larvae you encounter there. Be sure to move slowly, and keep game speed low!

Move everyone west to Point 3 and leave all but Stavros there. Send Stavros north to Point 4 and activate the console there by walking up to it. This console activates the Tesla Coil in the center of the room (fig. 12-20). Have Stavros move west from Point 4, and the Tesla Coil will sprout from the floor at Point 5, killing any Ants in the area.

Fig. 12-20. Activate the console to make a Tesla Coil appear.

Move the rest of your troops to Point 5, where the Coil will protect them (fig. 12-21). Then send Stavros, alone, down to Point 6. There he can collect armor and firepower crates, thus enhancing his already formidable weapons and armor ratings.

Fig. 12-21. Move everyone to the Tesla Coil, where they'll be safe.

Now send Stavros to Point 7. There, he can stand just south of the Generator and turn the power on, thus removing the "Gap Generator" effect from the map (fig. 12-22).

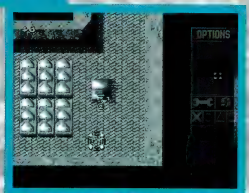


Fig. 12-22. Activate the Generator to vastly improve visibility.

You may now send either Stavros or your whole army to Point 8, where they should clear out the Ants and Larvae found therein. There's also a firepower crate at Point 8 you can use on any unit you like—except Stavros, who has already benefited from both armor and firepower crates. Watch out for Fire Ants, though!

Clear out any other Ants and Larvae you find in the big area around Point 5. You'll probably encounter some difficult Fire Ants near Point 9, but by slowly advancing Rocket Soldiers and blowing up barrels near that area, you can defeat the worst Ants before you even see them.

There's an armor crate at Point 9. Save it for later.

Send Stavros to Point 10, killing Ants along the way. Save the firepower crate at Point 10 for later.

Now send Stavros to Point 11. As he enters the room, a horde of Fire Ants suddenly appears from both sides. Send Stavros to the console at the northern edge of the room. When he activates the console, poisonous gas emerges from the floor and kills the attacking Ants (fig. 12-23). This gas is not poisonous to humans, so you don't need to avoid it.

Fig. 12-23. The gas will safely eliminate all attacking Ants.

Several reinforcements now appear at Point 1. You can send them to Point 11, along with your other soldiers, and combine them into one big army.

Send Stavros slightly west from Point 11, and yet another reinforcement will appear at Point 10—a Mammoth Tank. Have the Tank gather the crates at Points 9 and 10, then join the other troops at Point 11.

Now have Stavros and the Mammoth Tank slowly advance into the large room at Point 12. They make a good pair; the Tank can absorb damage from the attacking Ants, while Stavros quickly kills any that get too close (fig. 12-24). You should be able to clean out the entire room and blow up all the barrels without getting either unit killed. Heal Stavros with a Medic whenever he's damaged, and allow the Tank to regenerate to half strength before proceeding if it sustains heavy damage.

Fig. 12-24. Stavros and the Mammoth Tank (and a Medic) make a great team.

Now send Stavros and the Tank slowly south to Point 13, then west to Point 14. Destroy everything along the way. There's an extra firepower crate at Point 14 that you can give to whomever you'd like. Gather your remaining troops at Point 13.

Slowly send Stavros and the Tank south to Point 15, allowing the Tank to shoot at targets outside your field of view. Clear out the Ants and Larvae at Point 15.

Now bring all your troops down to Point 15. Send a clump of regular troops west toward Point 16, with Stavros and the Mammoth Tank slightly to the rear. The regular troops will serve as fodder for the Queen Ant at Point 16, while Stavros and the Mammoth Tank safely fire at her. The Queen has Tesla Coil capabilities, but as long as those regular troops are closer to her than Stavros and the Mammoth Tank, your two heavy hitters can do their damage with no fear of retaliation (fig. 12-25).

Fig. 12-25. The Queen has a Tesla attack, but you can destroy the Queen by swarming her.

Once the Queen is dead, clean up the remaining Larvae. The mission is a success. Congratulations. You've rid the world of the Giant Ants!

APPENDIX
STRUCTURES, UNITS, AND WEAPONS

This appendix contains detailed information on the structures, units, and weapons of *Retaliation*.

STRUCTURES

PRQ = Prerequisites
Tech = Multiplayer technology level at which the structure is available
Cost = Cost in credits
Time = Time to construct, in minutes and seconds at normal game speed
Power = Power in abstract power units
Vis = Scouting range in map squares
HP = Health Points, and abstract measure of the damage each structure can take
Armor = Type of armor
Weapons = Type of weapon the structure possesses (see "Weapons" table for details)

TABLE A-1: STRUCTURES

NAME	PRQ	TECH	COST	TIME	POWER	VIS	HP	ARMOR	WEAPONS
A. Tech Center	WF/R	7	1,500	1:15	-100	4	600	Medium	—
AA Gun	Radar	3	600	:30	-50	6	400	Heavy	2 AA Guns
Adv. Power	Power	5	500	:25	200	4	700	Medium	—
Airfield	Radar	3	600	:30	-30	7	1,000	Heavy	—
Barracks	Power	1	300	:15	-20	5	800	Medium	—
Camo Pillbox	Barracks	2	600	:30	-15	5	600	Medium	Vulcan
Chronosphere	Tech	9	2,800	2:20	-200	10	400	Medium	—
Constr. Yard	—	1	—	—	0	5	1,000	Heavy	—
Flame Tower	Barracks	1	600	:30	-20	6	400	Heavy	Fireball
GAP Generator	Tech	7	500	:25	-60	10	1,000	Medium	—
Helipad	Radar	6	1,500	1:15	-40	10	1,000	Medium	—
Iron Curtain	Tech	9	2,800	2:20	-200	10	400	Medium	—
Kennel	Barracks	2	200	:10	-25	4	400	Medium	—
Missile Silo	Tech	10	2,500	2:05	-100	5	400	Heavy	Nuke
Naval Yard	Power	2	650	:32	-30	4	1,000	Light	—
Pillbox	Barracks	1	400	:20	-15	5	400	Medium	Vulcan
Power Plant	CYard	1	300	:15	100	4	400	Medium	—
Radar Dome	Refinery	2	1,000	:50	-40	10	1,000	Medium	—
Refinery	Power	1	2,000	1:40	-30	6	900	Medium	—
S. Tech Center	WF/Rdr.	4	1,500	1:15	-100	4	600	Medium	—
SAM Site	Radar	6	750	:38	-20	5	400	Heavy	SAM
Service Depot	WFactory	2	1,200	1:00	-30	5	800	Medium	—
Silo	Refinery	1	150	:07	-10	4	300	Medium	—
Sub Pen	Power	2	650	:32	-30	4	1,000	Light	—
Tesla Coil	Tech	4	1,500	1:15	-150	8	400	Heavy	3 Teslas
Turret	Barracks	2	600	:30	-40	6	400	Heavy	Turret Gun
War Factory	Refinery	2	2,000	1:40	-30	4	1,000	Light	—

UNITS

This table covers all standard units.

Tech = Multiplayer technology level at which unit is available
Cost = Cost in credits
Time = Time to produce, in minutes and seconds at normal game speed
Vis = Scouting range in map squares
HP = Health Points
Armor = Type of Armor
Speed = Unit speed
Weapons = Weapon the unit carries (see "Weapons" table for details)

TABLE A-2: UNITS

NAME	TECH	COST	TIME	VIS	HP	ARMOR	SPEED	WEAPONS
APC	3	800	:40	5	200	Heavy	10	M60 mg
Artillery	5	600	:30	5	75	Light	6	155mm
Attack Dog	2	200	:10	5	12	None	4	Big Fangs
Chinook	8	1,200	1:00	—	90	Light	12	—
Chronotank	9	2,400	1:50	5	350	Light	5	Tusk
Cruiser	7	2,000	1:40	7	700	Heavy	4	8-Inch Guns
Demolition Truck	10	2,400	1:50	3	110	Light	8	Democharge
Destroyer	4	1,000	:50	6	400	Heavy	6	2 Stingers, Depth Charges
Engineer	3	500	:25	4	25	None	4	—
Flame Infantry	4	300	:15	4	40	None	3	Flamer
Grenadier	1	160	:08	4	50	None	5	Grenade
Gunboat	3	500	:25	7	200	Heavy	9	2-Inch Gun, Depth Charge
Heavy Tank	2	950	:48	5	400	Heavy	7	2 105mms
Hind	6	1,200	1:00	—	225	Heavy	16	Chaingun
Light Tank	2	700	:35	4	300	Heavy	9	75mm
Longbow	6	1,200	1:00	—	225	Heavy	16	Hellfire missiles
M.A.D. Tank	7	2,300	1:30	6	300	Heavy	3	(explosion)
Mammoth Tank	7	1,700	1:25	6	600	Heavy	4	2 120mm, Tusk
MCV	8	2,500	2:00	4	600	Light	6	—
Mechanic	4	950	:40	3	60	None	4	Wrench
Medic	1	800	:40	3	80	None	4	Medikit
Medium Tank	4	800	:40	5	400	Heavy	8	90mm
MiG	7	1,200	1:00	—	50	Light	40	Mavericks
Minelayer	2	800	:40	5	100	Heavy	9	Mines (AP/AT)
Missile Sub	6	1,650	1:12	6	150	Light	5	SubScud
Mobile Gap	8	600	:30	4	110	Light	9	—
Ore Truck	2	1,400	1:10	4	600	Heavy	6	—
Radar Jammer	9	600	:30	7	110	Light	9	—
Ranger	2	600	:30	6	150	Light	10	M60 mg
Rifleman	1	100	:05	4	50	None	4	M1 Carbine
Rocketman	1	300	:15	4	45	None	3	Red Eye, Dragon
Shock Troop	4	900	:38	4	80	None	3	PortaTesla
Spy	4	500	:25	5	25	None	4	—
Submarine	3	950	:48	6	120	Light	6	Torpedo
Tanya	8	1,200	1:00	6	100	None	5	2 Colt 45s
Tesla Tank	5	1,500	:52	7	110	Light	8	Tank Coil
Thief	8	500	:25	5	25	None	4	—
Transport	2	700	:35	6	350	Heavy	14	—
V2 Launcher	2	700	:35	5	150	Light	7	V2 Rocket
Yak	3	800	:40	—	60	Light	16	Chaingun

WEAPONS

This table covers all standard weapons.
Range = Weapon range, in map cells
Reload = Reload time, in seconds
Damage vs. None, Medium, Light, Heavy = Damage, in Health Points, against units and structures with different armor levels (None, Medium, Light, and Heavy) Negative damage values have healing properties.

TABLE A-3: WEAPONS

WEAPON	RANGE	RELOAD	DAMAGE VS. NONE	DAMAGE VS. MEDIUM	DAMAGE VS. LIGHT	DAMAGE VS. HEAVY
75mm	4	2.7	7	18	18	25
90mm	4.75	3.3	9	22	22	30
105mm	4.75	4.5	9	22	22	30
120mm	4.75	5.5	12	30	30	40
155mm	6	4.3	135	112	90	37
2-Inch Gun	5.5	4	7	18	18	25
8-Inch Gun	22	12	450	375	300	125
AA Gun	6	.7	—	—	18	25
APTusk	5	8	75	75	75	75
Big Fangs	2.2	.7	100	—	—	—
Chaingun	5	.2	40	20	24	10
Colt 45	5.75	.3	50	2	2	2
Democharge	—	—	500	500	500	500
Depth Charge	5	4	—	—	60	80
Dragon	5	3.3	10	26	26	35
Fireball	4	3.3	112	125	75	31
Flamer	3.5	3.3	63	70	42	17
Grenade	4	4	45	37	30	12
Hellfire	4	4	12	30	30	40
M1 Carbine	3	1.3	15	7	9	3
M60 mg	4	1.3	15	7	9	3
Maverick	6	.2	15	37	37	50
Medikit	1.83	5.5	-80	—	—	—
Nuke	—	—	900	1,000	600	250
Parabomb	—	—	270	225	180	75
PortaTesla	3.5	7	45	45	45	45
Red Eye	7.5	5	—	—	37	50
SAM	7.5	1.3	—	—	37	50
Stinger	9	4	9	22	22	30
SubScud	14	12	400	400	400	400
Tank Coil	7	12	100	100	100	100
Tesla	8.5	8.5	100	100	100	100
Torpedo	9	4	—	67	67	90
Turret Gun	6	3.3	12	30	30	40
Tusk	5	3.3	67	56	45	18
V2 Rocket	10	26	540	450	360	150
Vulcan	5	2.7	40	20	24	10
Wrench	1.83	8	-100	—	—	—

SPECIAL UNITS

This table covers unique or particularly unusual units.
Refer to the foregoing "Units" legend for details on individual statistics.

TABLE A-4: SPECIAL UNITS

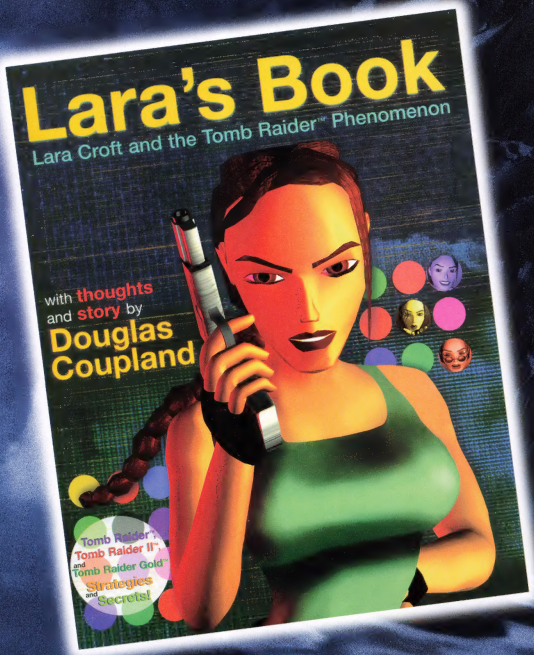
NAME	COST	VIS	HP	ARMOR	SPD	WEAPONS
Adv. Tactical Sub	950	6	120	Light	6	Seawolf Torpedo
Chitzkoi	—	7	1,000	None	6	Pointy Teeth
Fire Ant	—	3	75	Heavy	8	Ant Fireball
Larva I	—	—	25	None	0	—
Larva II	—	—	50	None	0	—
Nuclear MiG	—	—	2,000	Heavy	20	Nuclear Bomb
Queen Ant	—	5	800	Medium	—	Ant Tesla
Scout Ant	—	3	85	Light	7	Ant Napalm
Soldier Volkov	—	10	2,500	Heavy	5	Elephant Gun
Stavros	—	4	80	None	4	Sniper Rifle
Warrior Ant	—	3	125	Heavy	6	Mandible

SPECIAL WEAPONS

These weapons are carried by special units. Refer to the
foregoing "Weapons" legend for details on individual statistics.

TABLE A-5: SPECIAL WEAPONS

WEAPON	RANGE	RELOAD	DAMAGE VS. NONE	DAMAGE VS. MEDIUM	DAMAGE VS. LIGHT	DAMAGE VS. HEAVY
Ant Napalm	1.75	1.7	60	60	60	60
Ant Fireball	4	3.3	112	125	75	31
Ant Tesla	8.5	8.5	300	300	300	300
Elephant Gun	6	1.7	90	75	60	25
Mandible	1.5	1	50	50	50	50
Nuclear Bomb	4.5	—	270	300	180	75
Pointy Teeth	6	.7	100	—	—	—
Seawolf Torpedo	10.5	1	81	90	54	22
Sniper Rifle	3	.3	50	4	4	4



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